ALL NEW!

NINTENDO ★ SEGA ★ SONY ★ 3DO ★ PC CD-ROM ★ ARCADE ★ ATARI

computer and video games

FINAL FANTASY VII
PLAYSTATION STORY OF THE YEAR EXPOSED IN DETAIL

PANZER DRAGOON ZWEI
THE MOST FANTASTIC SHOOT 'EM UP YOU'VE EVER SEEN

VIRTUA FIGHTER 3
REVEALED TO THE WORLD! READ OUR FIRST-HAND REPORT

XTRA! 16-PAGE **FREEPLAY** ESSENTIAL GAMING JOURNAL

SONIC FIGHTERS
PLUS! MORE SONIC GAMES FOR '96!

THEY'RE BACK!

SUPER MARIO RPG

PLUS! GREAT NEWS FOR NINTENDO 64!

BRITAIN'S BEST SELLING GAMES MAG

#174 MAY '96
£2.50
6800 ASCH
S6.50 9500 L
05
9 770261 369086

Mama-mia! No Scratch-a-card?

...see your Newsagent! Peep!

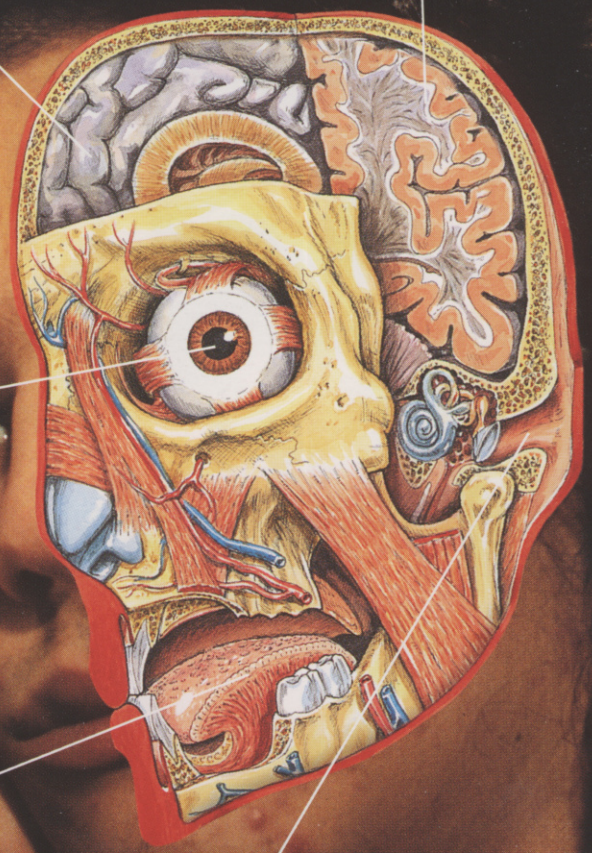
EVERY NEW GAME REVIEWED AND RATED!

L.S.D.

know the score

L.S.D. works on the brain. You can't turn the effects off once they've started, which is hell if it's a bad trip because it can last for up to twelve hours.

You can have flashbacks without warning years after. These can be nightmarish even if the original trip wasn't.



You may see things that aren't really there and it can permanently affect your eyesight.

Take just a tiny amount and L.S.D. can trigger off serious mental illness. L.S.D. is bad news, you don't need it to have a good time.

You may hear, feel and taste things that aren't really there.

national drugs helpline
0800 77 66 00

If you'd like more information or a talk, call us free and in confidence. Your call won't show on the bill.

FINAL FANTASY VII
computer
and
video
games

CONTENTS

COMPUTER AND VIDEO GAMES #174 May 1996

SAT
56 PANZER DRAGOON ZWEI
YOU HAVE TO KNOW ABOUT THIS GAME! IT'S SEGA'S PRIDE AND GLORY FOR THE MONTH – AND WE DO MEAN GLORIOUS! SIX PAGES TELL YOU ALL ABOUT WHY THIS GAME DEMANDS YOUR ATTENTION.
REVIEW

PSX
106 FINAL FANTASY VII
ONCE THOUGHT TO BE A NINTENDO 64 EXCLUSIVE: SQUARE'S FINAL FANTASY VII IS EVERYTHING A DREAM GAME IS MADE OF. LITERALLY, IT'S BEEN HAUNTING OUR SLEEP SINCE THE DAY WE LAID EYES ON IT.
EXCLUSIVE

ARC
100 STREET FIGHTER ALPHA 2
ANOTHER FIRST FOR THE UK'S BIGGEST COMPUTER AND VIDEO GAMES MAGAZINE, AS OUR AMERICAN CORRESPONDENT – SLASHER QUAN – TALKS YOU THROUGH THE YEAR'S GREATEST FIGHTING GAME.
EXCLUSIVE

PC
44 QUAKE
NO, THIS IS NOT A JOKE! QUAKE EXISTS – AND HOW!
FEATURE

SAT
38 ULTIMATE MK3
YOUR PHONE CALLS HAVE BEEN ANSWERED! HERE'S MORE...
COMING SOON

ARC
12 WARGODS
MIDWAY'S REVOLUTIONARY SUCCESSOR TO THE MK SERIES.
EXCLUSIVE

ARC
10 VIRTUA FIGHTER 3
AN ABSOLUTELY BREATHTAKING DISPLAY OF CG HARDWARE!
EXCLUSIVE

SAT
52 GUNGRIFFON
GAME ARTS' FIRST 32-BIT MASTERPIECE.

SAT
46 DARKSAVIOUR
SEGA'S HOT NEW HACK-N-SLASH RPG.

PSX
36 RESIDENT EVIL
MORE ON THIS BLOOD AND GORE FEST!

SAT
50 KING OF FIGHTERS 95
LAST YEAR'S SNK EVENT ON SATURN.

SAT
54 VAMPIRE HUNTER
MORE AMAZING CAPCOM FIGHT ACTION!

PC
48 SYNDICATE WARS
21ST CENTURY CLOAK AND DAGGER!

COMING SOON

20 SUPER MARIO RPG• 26 SONIC THE FIGHTERS• 42 POWER HOCKEY• 47 THOR•

PC
88 DESCENT 2
CAN THIS AWESOME GAME IMPROVE?

SAT
82 WIPEOUT
SATURN VERSION REVIEWED. GO TO IT!

PC
84 TERRANOVA
FUTURE WARFARE TO BLOW YOU AWAY!

REVIEW

76 ADIDAS POWER SOCCER • 78 SPYCRAFT• 80 NEED FOR SPEED• 72 WING COMMANDER III• 74 WING COMMANDER IV• 90 MINI REVIEWS, INCLUDING BERMUDA SYNDROME ON PC

Welcome to CVG!

CONTENTS

COVER STORY

WE FORECAST THAT YOUR YEAR WILL BE BLUE IN HUE AND SPIKEY BY NATURE. THERE'S NO ESCAPING IT: HE'S BACK!

VIDEO GAME SUPER HEROES NEVER DIE...THEY HIT CONTINUE!

IS THERE REALLY ANY NEED TO SPLASH OUT ON A 32-BIT GAMES SYSTEM WHEN YOUR SUPER NES CAN DO ALL THIS?!

FEATURE

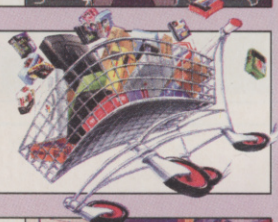
62 DOLBY

PSSST! YOU AIN'T HEARD NOTHING YET – OR SO OUR HELPFUL SOUND FEATURE EXPLAINS.

COMP

98 WIN! WIN!!

£15000 OF GAMES AND HARDWARE MUST BE WON IN THE CVG TROLLEY DASH COMPETITION!



GUIDE

96 TOY STORY

GREAT FILM. GREAT GAME. GREAT GUIDE! STRAIGHT TO THE POINT, JUST HOW YOU WANT IT!

FREEPLAY

FREE!! FREE!! FREE!! FREE!! FREE!! FREE!!

16 PAGE PULL-OUT **FREE WITH CVG.**

A **BRAND NEW SECTION TO CVG**, IN WHICH YOU GET THE CHANCE TO EXCHANGE ALL THE LATEST NEWS, AND LEARN ALL THE LATEST HINTS, CHEATS, AND **PLAYER'S GUIDES FOR THE MONTH'S BIGGEST GAMES**. KICKING OFF WITH CHARTS FOR THE MOST-PLAYED, MOST WANTED, AND MOST BOUGHT GAMES. FOLLOWED BY THE COOLEST **KILLER INSTINCT 2** AND **ULTIMATE MK3 MOVES LISTINGS** EVER SEEN. THIS SECTION IS **YOURS TO CREATE MONTH BY MONTH**... SEE WHAT YOU CAN DO!

FREE!! FREE!! FREE!! FREE!! FREE!! FREE!! FREE!! FREE!! FREE!! FREE!!

INDEX

PSX

ACTUA SOCCER	FP 14
ADIDAS POWER SOCCER	76-77
BLAM! MACHINEHEAD	12
CHORO Q	113
DARKSTALKERS	54-57
DOOM	FP 14
F1	60-61
FINAL FANTASY VII	106-111
GEX	FP 14
INTERNATIONAL TRACK & FIELD	30
IREM ARCADE CLASSICS	112
KONAMI LINKS	30
MORTAL KOMBAT 3	FP 10-13
MORTAL KOMBAT TRILOGY	112
NEED FOR SPEED	80
NAMCO MUSEUM VOL. 2	113, FP 14
NAMCO MUSEUM VOL. 3	112
NHL POWERPLAY HOCKEY	42
OVERKILL	113
PANZER GENERAL	92
PRIMAL RAGE	90
RESIDENT EVIL	36-37
RIDGE RACER REVOLUTION	FP 14
ROBO PIT	113
SYNDICATE WARS	48-49
TOSHINDEN 2	FP 14
WARHAWK	FP 14
WILLIAMS ARCADE CLASSICS	34
WING COMMANDER 3	72-73
WORMS	FP 14
WWF WRESTLEMANIA	94-95

SAT

ALONE IN THE DARK 2	93
BLAM! MACHINEHEAD	112
DARIUS	FP 14
DARK SAVIOR	46
EURO '96	32
FIFA '96	FP 14
FIGHTING VIPERS	FP 1
GUNGRIFFON	52-53
KING OF FIGHTERS '95	50-51
LEGEND OF THOR	47
NBA JAM: T.E.	FP 14
NHL POWERPLAY HOCKEY	42
PANZER DRAGOON ZWEI	66-71
RAY EARTH	112
SOLAR ECLIPSE	FP 14
STREET FIGHTER ZERO	FP 14
TOSHINDEN REMIX	93
ULTIMATE MORTAL KOMBAT 3	38-41, FP 10-13
VAMPIRE HUNTER	54-57
X-MEN: CHILDREN OF THE ATOM	FP 14
WIPEOUT	82-83
WORMS	FP 14

PC

BERMUDA SYNDROME	93
BLAM! MACHINEHEAD	112
DESCENT 2	88-89
DUKE NUKEM 3D	91
KINGDOM OF MAGIC	90
MINDWARP	112
MORTAL KOMBAT 3	10-13, FP 15
MORTAL KOMBAT TRILOGY	112
NBA LIVE '96	92
NHL POWERPLAY HOCKEY	42
SPYCRAFT	78-79
SYNDICATE WARS	48-49
TERRANOVA	84-87
VIRTUAL SNOOKER	90
WING COMMANDER 4	74-75
WORMS	FP 15
WORMS: REINFORCEMENTS	92
WWF WRESTLEMANIA	94-95

U64

MARIO 64	8
PILOTWINGS 64	8
SHADOWS OF THE EMPIRE	113

SNS

DIDDY'S KONG QUEST	FP 15
EARTHWORM JIM 2	FP 15
MORTAL KOMBAT 3	FP 10-13
SUPER MARIO RPG	20-25
TOY STORY	96-97
WWF WRESTLEMANIA	94-95

MEG

BRIAN LARA '96	91
EARTHWORM JIM 2	FP 15
MEGA-CD	
ETERNAL CHAMPIONS CD	P 15
MORTAL KOMBAT 3	FP 10-13
SONIC 4	29
TOY STORY	96-97
VECTORMAN	FP 15
WWF WRESTLEMANIA	94-95

M2

D2	113

JAG

MISSILE COMMAND 3D	90
NBA JAM T.E.	92
RAYMAN	FP 15

ARC

19XX	16
ART OF FIGHTING 3	16
AVENGERS: GALACTIC STORM	16
DUNGEONS & DRAGONS	16
FIGHTING VIPERS	FP 14
GUNBLADE	16
JACKIE CHAN: FISTS OF FIRE	16
KILLER INSTINCT 2	FP 4-7
NBA HANGTIME	16
RUN & GUN 2	16
SKULL FANG	16
SONIC FIGHTERS	14, 26-29
STREET FIGHTER ALPHA 2	100-105
TOKYO WARS	16
ULTIMATE MORTAL KOMBAT 3	FP 10-13
VIRTUA FIGHTER 3	10-11
VIRTUA FIGHTER KIDS	14
VIRTUAL ON	14
WAR GODS	12 16
WWF WRESTLEMANIA	94-95

TSD

114

GIRLS WHO SING SONGS AND PLAY VIDEO GAMES!

EDITORIAL

EDITOR:
PAUL DAVIES
DEPUTY EDITOR:
TOM GUISE
ART EDITOR:
TOM COX
DESIGNER:
JAIME SMITH
STAFF WRITER:
ED LOMAS
EDITORIAL ASSISTANT:
PHIL DAWSON
CONTRIBUTORS:
JO WOODFORD, CLAIRE COULTHARD, ALEX SIMMONS LUCY HILL, STEVE MERRETT, GUS SWAN, MIKE NEWSON, RICH LEADBETTER, DAVE KELSALL
THANKS TO:
DOLBY FOR THE AMAZING NEW SOUND SYSTEM!!!
SPECIAL THANKS TO:
RIKA AKAMA & TOM PAYNE. DAVID KNIGHT "BIG EARS SUPER QUIFF" AT PLANET. MARK MASLOWICZ. PAUL PIDDINGTON.

US CORRESPONDENT:
MATT TAYLOR

Editorial and advertising:
0171-972 6700
Editorial fax:
0171-713 6701
Advertising fax:
0171-216 6219
Subscription and Back Issues:
(9.30–5.30 Mon–Fri):
01858 468888
CVG Headquarters: Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

ADVERTISING MANAGER:
Lisa Hawkes
DEPUTY AD MANAGER:
Chris Perera
PROMOTIONS MANAGER:
Saul Leese
PROMOTIONS:
Vicky Jacobs
SYSTEMS MANAGER:
Sarah-Jane Leavey
PRODUCTION MANAGER:
Gary Lord
SYSTEMS AND PRODUCTION CO-ORDINATOR:
Sarah Best
PROMOTIONAL MATERIAL:
Petrea Doyle
PUBLISHER:
Harry Attrill
EXECUTIVE PUBLISHING DIRECTOR:
Graham Taylor

SUBSCRIPTION ENQUIRIES TEL: 01858 468888 RATES (includes postage and packing): 12 ISSUES UK: £29.00
AIRMAIL EUROPE: £41.00
AIRMAIL ZONE 1: £64.00
AIRMAIL ZONE 2: £64.00
REST OF WORLD SURFACE: £35.00
BFPO: £29.00,
EIRE: £29.00
PRINTED IN THE UK BY: St Ives PLC, Peterborough
DISTRIBUTED BY: Frontline
(c) COPYRIGHT: Computer and Video Games 1994/5 ISBN NO: 0261-3597

DISCLAIMER: Although we take great care to ensure the accuracy of the information contained in this magazine, CVG and the publishers cannot be held responsible for omissions, errors, misprints or mistakes which may occur.

Computer and Video Games uses DOLBY SURROUND to bench test all the latest games.

THE WORLD'S FIRST AND STILL THE BEST

After six months of planning and optimism, I am proud to deliver what we at CVG consider to be the right magazine for you. And, hopefully, the best. Computer and video games encompass a broad, and extremely colourful cross section of 'youth culture'. Plus they are invariably at the forefront where innovations in computer graphics, and all-important user interface in general are concerned. CVG is in the unique position of being able to place an exciting perspective on all this exciting subject contains. And in many ways it's an honour just to be here and offer opinions about what we have seen or experienced. Put another way: we don't take for granted the fact that we get all the cool stuff first! So we have a responsibility, and it's one we respect. Which is why Computer and Video Games magazine – the world's first dedicated to the scene – has been transformed once again in order to do our job here the best we can.

PAUL

FACE THE FRONT!

Seeing as we're presenting an all new CVG, we'd like to point out how totally useful this magazine is to you as a gamesplayer. Explanation doesn't take long, as our philosophy is now to keep everything as tight and informative as possible – we get to write more about what we know best, and you find it easier to access. Simple.

SIDE PANELS

These fellers are tagged onto each and every page so that anyone flicking through the magazine – from left or right – has no trouble finding what they want. In the case of Reviews, you're going to be looking for the name of the game. However games Coming Soon are likely to be quite new, so we grab your attention with a phrase we think best relates the excitement of those titles. Everything else – letters, and so on – is obvious.

GOTCHA!!

In case you haven't noticed yet, last month was the APRIL issue, and, as is the tradition here at CVG, we planted a couple of April fools jokes in the mag. One day in the pub, we came up with a bunch of crazy ideas, then got Ed to write dodgy news stories and perform his Photoshop magic to conjure up some fake screenshots, and by the look of things we fooled loads of people.

AFTERBURNER 3000AD

First up was the incredible news that there was a hidden game of Afterburner 3000AD hidden in every Saturn, featuring classic Sega characters – Admiral Altered Beast, Captain Gillius Thunderhead, Colonel Ecco – and some amazing 3D graphics. We had loads of readers phoning up saying that after hours of listening to game music with the pitch shift option going from high to low, they still couldn't get the secret game. Fools. (This one got many people at Sega particularly excited!)

PEDRO

Owners of MK3 on the PlayStation got all exited at the prospect of playing with the Ultimate features activated on their version of the game – with the added bonus of Pedro, the Mexican fighter with a flammable anus! He's by far the most ridiculous idea for a character ever, and anyone attempting the ludicrously fiddly route to access him deserves ridicule! (That includes the number of top industry figures who phoned us asking if it was real!)

THE VER-COM DIVIDER

A slightly more subtle one this, a machine enabling any Saturn or PlayStation game to be played in link-up or split-screen mode. The Japanese advert included with the piece was made up by us, as the stupid text shows. The photo of Tom and Ed playing link-up Sega Rally was fake too, but the most obvious clue was the name at the end of the piece. Mr. Yu Bin Haad indeed! (Sega had quite a few people from other companies asking how it worked!)

CHARTS

Since the last issue came out, we've kept a tally chart on the wall showing how many phonecalls and letters we've had about each item, and here are the results. By the way, the *Quake*, *Final Fantasy VII* and *Ridge Racer Revolution* Buggies are actually real – we just had some "clever" readers letting us know how obviously fake they were! Fools!!

1 PEDRO/UMK3
2 AFTERBURNER 3000AD
3 VER-COM
4 QUAKE
5 FINAL FANTASY/RIDGE RACER BUGGIES

RATINGS HIGH FIVE!

It's time to say good-bye to percentage ratings! This decision has been long overdue, and is so much for the better for everyone.

However we appreciate that some of you may feel a little uneasy about this revelation, so here's your bullet-point explanation as to 'why':

Ever since games have been receiving scores in excess of 95%, the standard below which you – the customer – feels safest buying a game has been raised to an impossible degree. Why consider a 92% contender when there's a 97% alternative out there? This situation is totally unrealistic. Worse than that it's unfair to respectable developers and the people missing out on enjoying their games.

Retailers are loath to consider any game which scores beneath 90% – unless it carries a major license (ie FIFA) and will therefore fly off the shelf regardless. The number of times CVG has been approached to raise review scores to help games succeed is now too many. CVG is not a charity for lacklustre games, and we're not con artists. For the record: nobody here ever gave in.

We want you to take notice of the games, not just the review scores! We're aware that many 'casual' readers take one look at a given percentage and assume they have a good idea about the game. Typically meaning that 75% and below is ignored, with 90-92% raising an eyebrow, and "okay you forced me" 94%+ stirring the blood enough to warrant a read.

In a multi-format magazine one system's games are bound to be compared to similar titles on another. A classic example being *Tekken* versus *Virtua Fighter*. While this is quite a healthy situation where it encourages developers to try harder, it gets pretty pathetic when the difference of a couple of percent causes an uproar. Like suddenly one machine is better than another because its game scored 93% while a 'competitor's' equivalent scored slightly more or less. Oh, please!

The quality of a game is not set in stone, but percentage ratings would have us believe this is so. It's a case of, "This game now wears a badge that says 78%", as opposed to, "We have no problem recommending 'Game X' to you at this time, for the reasons mentioned above." It's kind of subtle, but the difference is there nonetheless. And when you get two games scoring 90%, which is better? READ THE BLOODY REVIEW!!! Percentages are far from perfect – some magazines have even taken to revising their scores on a monthly basis just to accommodate the system's limitations.

So you see, of the many factors that have contributed to confusion, and casting a cloud over what is potentially one of the most vibrant forms of entertainments in the world, percentages have been among the most guilty. Above all we feel that our new system is simply the most honest and trustworthy around. It's also the most direct, and easy to digest. Therefore it's the most helpful. And so, here's the breakdown:

WHAT IT ALL MEANS

5–EXCELLENT HIGH FIVE!
Makes the hairs on the back of your neck stand on end! Whenever the High Five is lit, you know this game is essential.

4–VERY GOOD
Outstanding quality. Only minor limitations prevent this game from being an all-round 'must have'. Among the best money can buy for your machine.

3–GOOD
These games may not be innovative, or fall into everybody's notion of ideal. They are either well produced examples of common concepts, or slightly flawed workings of originality. But they are definitely worth looking at.

2–PRETTY BAD
There's something fundamentally wrong with the mechanics, or the presentation lets the game down (ie it's in a foreign language). Could still keep some people happy, but we can't wholeheartedly recommend it.

1–VERY POOR
An all-round loser: We're depressed by it. The company responsible are embarrassed by it. And you could really get by a lot better without it.

EDITOR PAUL DAVIES

Hours of intense gameplay can really ruin your eyes, you know – as our beloved Editor recently discovered. Hence the specs, recently acquired for 20p from the local market. Problem is, rather than correct Paul's failing eyesight, they appear to have unsettling effects on his personality – transforming this fun-loving type into a Vicious Psycho Masher! Look at that face! Would you change channels on this man's telly without asking?

Paul's favourite games Fighting Vipers, Panzer Dragoon Zwei, Resident Evil, Vampire Hunter, Super Mario RPG, Romancing Sa.Ga

DEP EDITOR TOM GUISE

We tried the dreaded goggles on our half-wit Dep Ed. Surprisingly they appeared to do him the world of good! Somehow stumbling into lamp posts, and tripping into the bus lane whilst out walking suits him just dandy. The girls love it. Strange that merely sporting discreet eyewear can have such a positive effect on a self-professed desperate soul. His gamesplaying skills have also increased by 9.769%. Amazing.

Tom's favourite games Panzer Dragoon Zwei, Terra Nova, Street Fighter Zero, Doom (Ed's levels), Fighting Vipers, Dirt Dash

ART EDITOR TOM COX

Immediately after we placed the lids on Mr C's noz, Captain Crayon assumed the air of a nervous salesman and declared his Springtime Desktop Sale "Now Open" – in a less-be-avenue, nasal, cockerney drawl. There were quite a few offers for Tom's collection of ancient (and frankly worthless) console mags too. From Ed, who is rather sad like that. Anyway, the current offer still stands at £4.37 and half an orange.

Tom's favourite games Wipeout, Need for Speed

STAFF WRITER ED LOMAS

Dear Mrs Lomas,
We didn't mean it. We were only playing at the time – you know how it is? Well, anyway Ed's not feeling too well now. So we've sent him home with a few games to play, because he always used to like that sort of thing. At least he did when he was here, of course we don't want to impose our standards on people such as yourself. Erm... the spectacles? Yes. Well they belong to Paul. Blame him.

Ed's favourite games Panzer Dragoon Zwei, Street Fighter Zero, Quake Deathmatches, Ultimate MK3, VF2

DESIGNER JAIME SMITH

Jaime was wearing this expression BEFORE we placed the glasses on him. Why? Well, if you've been keeping up to date with the magazine you'd know that this guy is totally nuts about Street Fighter Alpha. And now there's the follow up, just been installed on test in London. Wild Phil Dawsons couldn't keep him away! Of course Jaime forgot the fashion extras he was sporting, but they only amplified the detail!!!

Jaime's playlist Street Fighter Alpha 2, Cutie Q, Rainbow Islands EXTRA, Ultimate MK3, Street Fighter Alpha, Killer Instinct 2

SKIVVY PHIL DAWSON

"THOSE ARE MY GLASSES! THOSE ARE MY GLASSES! GIVE 'EM BACK!" Tsch! Phil has spent the entire month blagging himself free games and music CDs. Now he's after Paul's 20p bargain glasses. Fat chance! Especially since he now owes the suffering Tom Guise a new carpet, new sink, and new bedclothes after an especially lively night out on the yoghurt drink. Yeah! So he can wipe that stoopid grin off naaagh!

Phil's favourite games Worms, Resident Evil, Street Fighter Alpha, Need for Speed, Destruction Derby

NEWS

[NEW BUDGET SATURN LAUNCHED IN JAPAN]

Whilst the Saturn might be comfortably ahead of the PlayStation in Japan at the moment, the ever-looming launch of the Nintendo 64 is sure to offset the situation somewhat. Clearly Sega of Japan realise this, because they've just launched an all-new Saturn priced at only 20,000 yen (around £125).

Console manufacturers are forever searching for ways to streamline their hardware (the PlayStation in particular has undergone a number of internal changes to make it more cost effective), and now Sega have found a way to build the Saturn using neater parts So neat in fact, that they can afford to produce the machine profitably at a much lower price. What's more, rather than keeping quiet about this Saturn reworking, they've actually celebrated the fact by relaunching a new-look version of the machine.

As revealed at the Sega Saturn Power Up '96 Spring Meeting, the new 'white' Saturn has a far more stylish casing, with redesigned buttons and all-new white joypads to match. There's even a set of official Sega infrared joypads coming out for it. Most notably, the air vents on the side of the machine are now gone, giving it a more solid look. This could also possibly indicate that the new circuitry doesn't heat up as much as before.

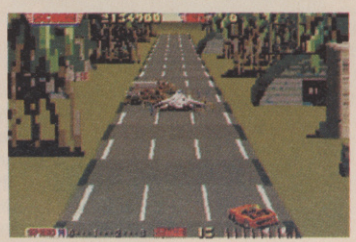
One thing that hasn't been revealed is the back of the machine. It's unlikely any connectors have been removed (there isn't anything to get rid of), but we're hoping Sega have added a set of audio outputs, although this seems unlikely. The good news is that Sega Europe have confirmed they will be using the new Saturn internals in the future – possibly before the end of the year. They won't however, be adopting the new white casing as they think it jars too much with the western 'black' Saturn. A shame, because we all think it looks totally cool, excpet Paul who says it looks like dog poo after it's eaten carrots. (?)

Nonetheless, what this means (the new internals, not the carrots) is that Sega Europe will also be able to release the machine at a low price. Going by previous Japanese-to-European cost conversions, we expect the price to be around £199, pitching it perfectly against Nintendo 64. PLUS – there's a good possibility the Japanese-style pads (far superior to the current US/UK ones) will make an appearance at the same time.

The machine's already been released in Japan to rapturous sales, and we hope to take a closer look at one. If there's any significant modifications, we'll tell you. Otherwise, we won't.

This is it. In Japan, it's known as the *Flash Saturn*, although we haven't got a clue why. Ed reckons it's 'cos it sort of like a flash of white. We can live with that.

[AM2 CLASSICS COMING TO SATURN!]



32X shots. The Saturn versions should include many custom extras.

Classic game compilations are all the rage at the moment (that's what comes from marketing 32-bit machines at adults), and word has just been announced that AM2 are set to release their own retro-compilation for the Saturn.

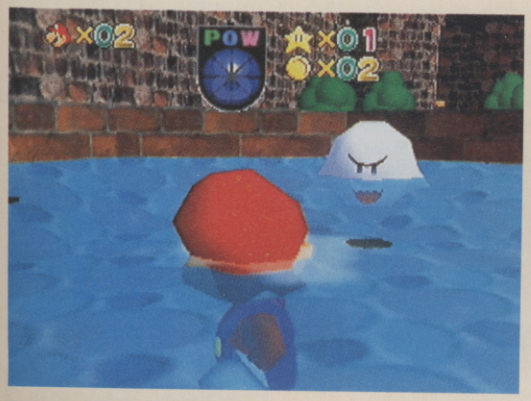
If you think AM2 only go as far back as *Virtua Racing*, you're in for one big shock. These guys are responsible for some of THE biggest games in coin-op history. Yu Suzuki (head of AM2, as we tell you everytime) is the creator of such legends as *Super Hang On*, *Space Harrier*, *OutRun* and *Afterburner*. These games were the 3D pioneers of their day, making use of Sega's then-revolutionary Super Scaler chip. Seems AM2 have always led the way in 3D gaming.

Currently, *OutRun* and *Afterburner* are definitely slated for the compilation. Whether these are accompanied by lesser-known titles or the other two 'biggies' remains to be seen.

With the current trend being for 'perfect' classic conversions (*Williams Classics* uses actual arcade code, and Namco's *Museums* even have arcade boot-up interference), AM2's games are bound to follow suit. More so, because these boys are sticklers for accuracy more than any others. These titles should certainly give arch-rival Namco's *Museums* a run for their money, especially in Japan, where AM2's games are massively popular (*Afterburner* on 32X scored 10s in Japanese games mags). We'll cover this collection as soon as we see it.

[NINTENDO 64: JUNE!]

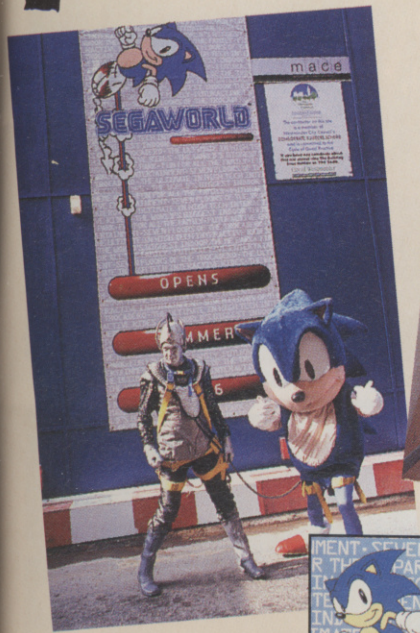
In the latest of our popular monthly updates on the Nintendo 64's release, we can tell you now that the machine's release date is set for June 23rd in Japan, with the American release stacked to follow on September 30th, and Europe in late fall. Launch games are *Mario 64*, *Pilotwings 64*, and a Chess-type game from Japanese software house SETA. This gives you two months of cold sweaty excitement to prepare for the console release of the decade – perhaps. Word from an extremely reliable source says that importers in Hong Kong, who were preparing to spend big money on shipping quantities of the machine out of Japan, have given up waiting for the machine! They have been given no word that Nintendo intend releasing N64 in June at all, and are actually expecting it as late as December! First we hear one story, then we hear another. We'll keep you informed!

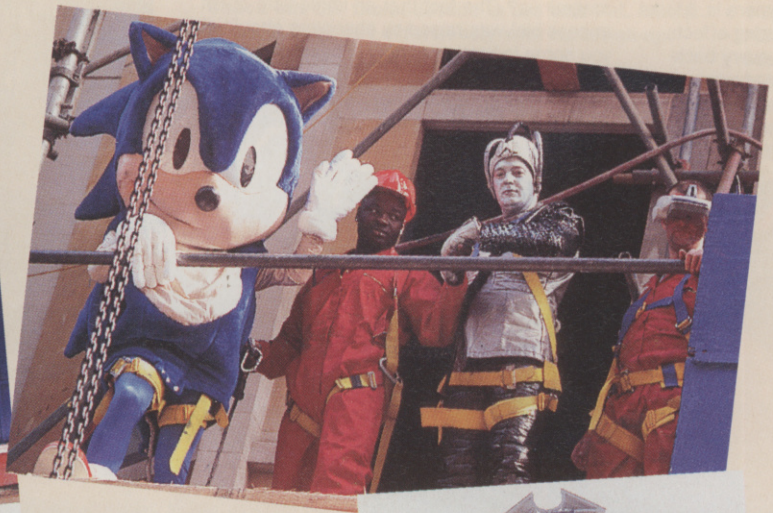


It's not long to go before you can dive into Mario 64. Cripes!

This handsome chap represents SETA's launch 'chess' game.

[THE AMUSEMENT PARK OF THE FUTURE]





Prepare yourselves – Sega are about to open the largest coin-op theme park in the World. And incredibly, it's going to be in London!

SegaWorld is going to take up seven floors of the Trocadero at Picadilly Circus and promises to be even more impressive than the famous Sega Joypolis in Yokohama, Japan. With a capacity for 3000 visitors, who enter the complex by 'rocket escalator', the whole place is designed to look just like the Chemical Plant Zone from *Sonic 2*. It's set to have six main interactive rides and all the latest coin-ops, spanning its six sub-zones – the Sports Arena, Flight Deck, Race Track, The Carnival, Sega Kids and Combat Zone. The park opens in August and promises to be TOTALLY INCREDIBLE. We hope to cover it in all in an in-depth feature soon!

NEWS

ACME

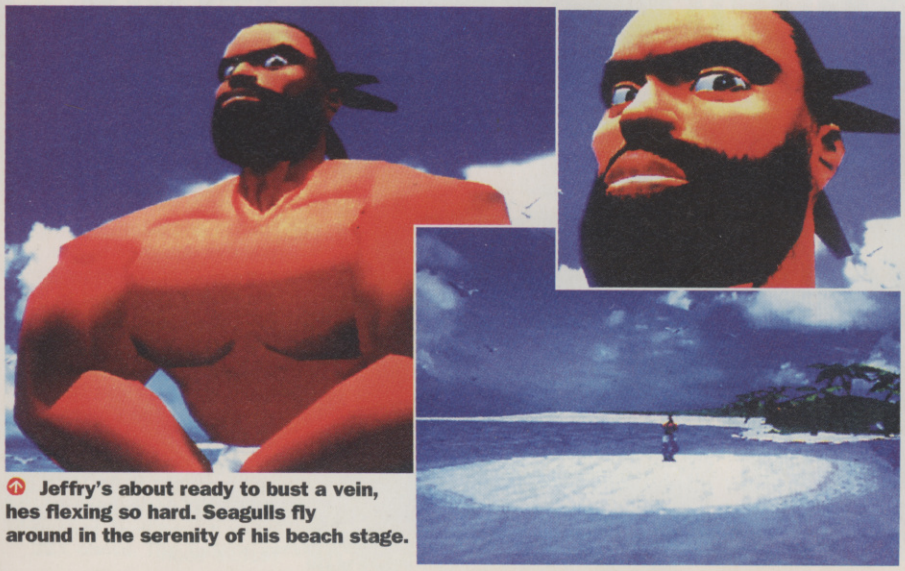
[Virtua Fighter 3]

NEW GAME BY SEGA

By far the most impressive game, er, demo of the show – in fact, the most astonishing display of video game graphic muscle ever in the history of this industry – was *VF 3*. According to Sega this real-time CG demo was running off actual Model 3 hardware (see sidebar). Skipping to the end, the biggest question everyone asks is: How much of a jump over *VF 2* is it, relative to the extraordinary jump of *VF 2* over *VF 1*? Well, here it is: on a scale of 1-10, in retrospect *VF* rates a 1, *VF 2* a 2.5, and *VF 3* a

10. Yes, the jump was even bigger, much bigger. All the disjointedness of *VF 2*, *Tekken 2*, *Soul Edge*, etc. is completely gone. The characters are so smooth that each and every frame looks almost good enough to be a singular SGI-rendered image, not a polygon construct. Insane high-res detail is visible from every angle, no matter how zoomed in or away the camera is. Model 3s transparency, translucency, lighting effects, and shading effects are visible in every background, such as the translucent skyscraper floor of Jackys stage. A host of *VF* characters were featured, on their backgrounds, as they flexed, posed, shadow-boxed, and ACTUALLY FOUGHT using what were undoubtedly moves planned for the real game. The first character to discuss is Aoi Umenokouji, a Japanese female born in Kyoto who practices the Aikidou style. She is absolutely gorgeous, clad in a traditional kimono, and carries a fan. A real-life Japanese dance instructor was motion-captured as she performed Aois moves. Her stage is a pristine, snow-covered glade with a sparkling, icy river rushing in the background. (The second new character planned for *VF 3*, a large man with big muscles according to an AM2 publicist, was not yet implemented.) Another character who drew gasps from everyone was Dural. The metallic boss now mimics, in every aspect, the T-1000 from the movie Terminator 2. The demo of her morphing from liquid metal, in my opinion, was MORE IMPRESSIVE than the effects from that landmark movie. That *VF 3* is a polygon game is visibly apparent no longer; the smoothness of the animation in this sequence (and, in fact, the entire demo) destroyed my verbal communication skills for at least five minutes. Initial comments from many showgoers included, That cant be Model 3, it must be a jury-rigged Model 2, and, There's no way theyll be able to do that in the final game. I personally disagree with both of the above statements; I see no reason for Sega to lie or misrepresent the power (or existence, for that matter) of Model 3 – how embarrassing would it be to release a game that was anything less than what had already been shown to thousands at the trade shows, and millions in game magazines? (The fact that an immediate cry of Impossible! was raised by observers should give you some indication of how unbelievable *VF3*'s technology really is.)

As of today, the anxious wait begins until the month of December, AM2s stated release date.



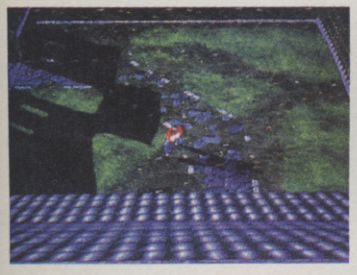
Jeffry's about ready to bust a vein, hes flexing so hard. Seagulls fly around in the serenity of his beach stage.

By Slasher Quan

The U.S. arcade show equivalent of a CES or E3, this years ACME (American Coin Machine Exposition) was held in Orlando, Florida March 7-9. Basically a rehash of Japan's February AOU show, minus a few key Japanese games (such as Capcom's new 3D polygon game *Star Gladiator*), plus Midway and Acclaim games, this was not a show filled with many shocks or surprises. However, for those of us who didnt brave the Makuhari Messe for AOU, it was worth the trip just to see the following two things: the unbridled majesty that was the *Virtua Fighter 3* demo, and a nearly-complete version of *SFA 2*. Here's a report on the key arcade games scheduled for later in 96 (please note games already in release such as Namcos incredible *Soul Edge* are not included).

She wears a kimono and carries a multi-colored fan, and her movements are unbelievably realistic.

96 SHOW REPORT



MODEL 3 REAL-TIME CG SYSTEM SPECS

GRAPHIC SPECS

- 1 million polygons/sec.
- 60 million pixels/sec.
- 16 million colored textures/sec.
- Perspective texture mapping
- Tri-linear interpolation
- Micro texture shading
- High-specular garoud shading
- Fix-shading
- Flat-shading

SPECIAL FX

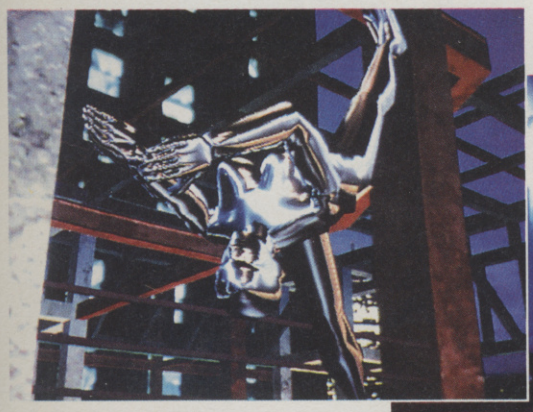
- Zoning fog
- 32 levels of translucency
- Clipping
- 4 Faced & 0 Faced & LOD
- Model - LOD
- Texture LOD, LOS
- Fade in/out
- 4095 Moving Models

LIGHTING

- Parallel light
- 4 light spots
- Pin-point light
- Sound Section
- CPU - 68 EC000
- Sampling rate: 44.1 KHZ
- SCSP x 2
- MIDI Interface: 16-bit, 64 voice,
- 4 CH

OTHER SPECS

- Main CPU: PowerPC 603e
- Res: 496x384 ~ 640x480 w/Z-buffer, non-interlaced



Check out the facial details in Lau and Pai. Model 3 can zoom in or out effortlessly with no break-up.

Please turn on your copy of *VF 2* and compare Dural of the past to the Dural of the future. The new generation's liquid metal morphing effect is worthy of the Terminator 2 movie.

TOP 10 SLASHER QUAN'S GAMES OF ACME

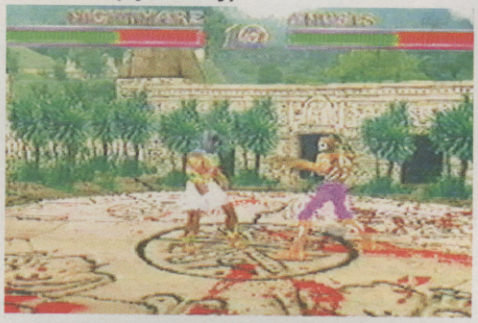
1. **Virtua Fighter 3**
2. **Street Fighter Alpha 2**
see page 100!
3. Gunblade NY
4. D&D: Shadow Over Mystara
TIE 5. Tokyo Wars
TIE 5. Virtual On
7. Rave Racer
8. Sonic The Fighters
9. Time Crisis
TIE 10. NBA Jam Extreme
TIE 10. NBA Hangtime

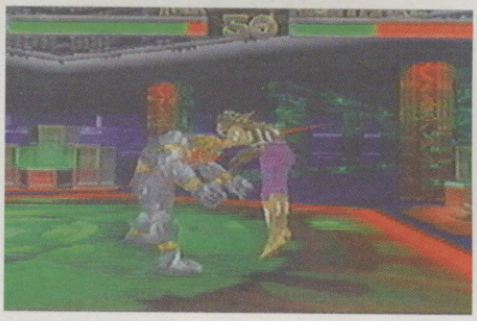
NEWS

[War Gods]

© (By Midway)

Before skipping to the end and realizing oooh, Slasher Quan was NOT amused by this game, first please consider the following inalienable truth: there has not yet been a real 3D fighting game. Yes, *VF*, *Tekken*, etc. are presented and displayed in 3D, but the actual fighting always takes place in 2D – you have no way to act in 3D. Previously, some fighting games offered the occasional 3D move, such as *Toshinden*'s 3D roll, but one avoidance move does not constitute true, full-blown 3D interaction.





And thus, *War Gods'* 3D aspect is its singular, most compelling innovation/gimmick (which one it is will only be determined by the quality of its execution, which is difficult to say). Midway seems all-too aware of this as the 3D button is a giant, back-lit green button four times the size of the other buttons (reminds me of *Track & Field* or a redemption game). The button configuration is simple: identical to *Mortal Kombat 3*, except the Run button has been replaced by the 3D button. The 3D button can be thought of almost as a Shift key on a keyboard – hold it down, and you can perform a whole new set of 3D actions based on commands you would use to perform 2D actions. While 2D blocking and dodging are the same as other games, an example of 3D dodging could involve holding the 3D button, Up or Down, and Block at the same time – which would cause you to flip into or out of the background. A 2D projectile is standard, but a 3D projectile (a different move) might cause a wave of fire which spreads out, so as to envelop a section of the background and actually ATTACK IN 3D. Good 2D fighting games have layers of moves, counter moves, and counter counter moves; *War Gods'* goal is to have these layers of moves both in 2D AND 3D.

In concept, the designers have some damn good ideas and the 3D fighting has a lot of potential. However, my initial reaction (and the reaction of quite literally every showgoer I asked) was that the poor character designs in *War Gods* would probably irreparably damage the games chances for success. The premise is very cool – gods engaged in combat – but these gods for some reason as a group are just lame. They include Anubis, who looks uncomfortably similar to the soldiers in Stargate, CY-5, who all-too-blatantly wears a Kano-type mask, Warhead, whose goggles need to go away, and Tak, a stone man who is just plain idiotic-looking. I dont want to say there isnt a chance these characters won't grow on us, but I'd be hard pressed to think of a game (maybe *Bloodstorm*) whose characters made a worse first impression.

Based on an upgraded version of the *Cruisn U.S.A.* hardware, *War Gods* pumps some powerful 3D texture-mapped polygons. Midway has concocted a bunch of flimsy terms to describe *War Gods'* alleged technical innovations, such as Digital Skin Processing (DSP), which in real terms means that the disjointedness of characters such as those in *VF 2* is not visible in *War Gods*. This is a nice feature, but I would have preferred interesting characters with drawn/rendered textures and disjointed bodies to stupid characters with digitized textures and smooth bodies. Overall, the technical quality of the graphics is quite high, despite the unattractive characters. The backgrounds are all (of course) in 3D and feature spectacular lighting effects. The camera movement is quite smooth and there don't appear to be any problems of disorientation due to awkward view shifts.

War Gods' gameplay is very, very much rooted in *Mortal Kombat*, at least on the surface. Many of the techniques use the same taps as *MK*, and you even have the same Uppercut, Roundhouse Kick, and Sweep moves activated the same way. Combos can be initiated with air juggles or ground, button-chain hits – yup, just like *MK*. But add in the 3D gameplay and the fight changes dramatically. Plans call for the traditional slew of Midway secrets, codes, and Fatalities (here called Sacrifices). *War Gods* is a game whose depth of gameplay and gorefactor/codefactor could save it; Ill hold out hope. But, I can say my interest would be 500% greater if awesome characters such as Scorpion, Raiden, and Kitana were populating the game instead of these losers.

PLAY THE GAME.
LIGHTYEAR
Disney's TOY STORY
Disney INTERACTIVE
SEGA the GAME is NEVER Over.
MEGA DRIVE
TOY STORY. FROM THE BIG SCREEN TO THE MEGADRIVE. BUT IS IT STILL A HAPPY ENDING? ONLY IF YOU'RE GOOD ENOUGH.

NEWS

[VIRTUAL ON]

(By Sega)

The rivalry between Sega and Namco, if not ever in any way acknowledged by either party, is obvious. For Namco's *Ridge Racer*, there was Sega's *Daytona*. For Sega's *Virtua Fighter*, there was Namco's *Tekken*. Now, another of what I like to (sometimes somewhat inaccurately) dub answer games is here: Sega's *Virtual On*, to counter Namco's *Cyber Sled*.

Like *Cyber Sled*, *Virtual On* is an arena battle game for 1-2 players (linked) where you command a craft in a 3D arena, blasting each other with various projectiles while trying to outmaneuver each other. *Virtual On* has its own personality and unique gameplay elements. Most importantly, the character designs totally kicks ass. There are 8 Cyber Troopers to choose from, each with three different attacks which range from hand-to-hand types such as laser swords, to rapid-fire projectiles such as napalm, to high-impact weaponry such as mines and bombs. Normally I dont get into cyber-mechs, but these characters are sleek and very appealing.

The game control is dual joystick (like *Cyber Sled* or even the classic *Assault*), with the addition of two buttons for attacks (press simultaneously for the third attack), a turbo button, and the ability to jump! Thats right, you can leap onto obstacles, jump and hover in the air, and fight while airborne. While this was an element not present in *Cyber Sled* (and it adds tons to the gameplay), conversely some of Cyber Sleds' finer qualities should have found a home in *Virtual On*. For instance, some of *Sled*'s more complex joystick manoeuvres can't be done in *VO*, and collectable items which affect radar, shields, etc. are not available.

In any case, *Virtual On* is yet another new landmark in Model 2 graphics, featuring a variety of highly-detailed, sloping, texture-mapped surfaces such as futuristic cities and construction sites. There are many astonishing effects such as the transparent motion blur of the laser swords and the heart-stopping instant replays. *Virtual On* is game that must be seen and should be played, especially in the competitive two-player mode.

[SONIC THE FIGHTERS]

(By Sega)

Yes, it's true – not just a demo or hidden mode intertwined in *Fighting Vipers*, or a delusional fantasy of AM2 – this is the real deal. Sonic. Knuckles. Tails. Model 2. Fighting game.

Now that youre done screaming, 'Say it aint so Sega! Why this and not a REAL Sonic game?!', get ready to accept what I thought impossible, but now believe wholeheartedly: this game rules. Okay, so the gameplay is *VF2*/*Fighting Vipers*/tap, tap, tap.... This any champion of game design could have predicted.... The value here is: ENTERTAINMENT!

Pick from a line-up of famous and new Sonic world heroes, including: Sonic, Tails, Espio, Fang, Bean, Knuckles, Amy, and Bark. The fighters are all, of course, comical animals, but you'd never know it by their nicknames – Bean, a duck, is known as The Dynamite. The gameplay is operated by the standard *VF* three-button routine: punch, kick, and guard. However, everyone can perform amazing attacks with very simple button inputs...for instance, Bean can throw bombs, Sonic can spin-dash, and Tails can fly into the air, hover, then smash down on the opponent with a febrile shocking violent smack. Instead of blocking, your characters guard consists of a Sonic-like barrier force field, but there are (of course) attacks which can FLICK DOWN THE GUARD!! (*World Heroes Perfect* inside joke.) You can also perform a variety of throw/grabs in-close, in the traditional *VF* way.

The most important trait of *Sonic The Fighters* is that it perfectly captures the Sonic cast of characters attitude, personality, and humor with tons of exaggerated, outlandish moves. The effect of the opponent dropping their rings every time they're hit just doesn't wear thin. (Just try collecting the rings...bonus stuff or what?!) The game is totally Sonic in every aspect, right down to the backgrounds – Green Hill Zone, etc. Astute fans have pointed out that this game was probably derived from the *Fighting Vipers* engine, and a good indicator of that is there are ring boundaries just like *FV* (no ring-outs). With 3D backgrounds, cool warping effects, and gameplay that should (and this was obviously Sega's goal) suck in the younger crowd as well as the older *VF* players, I'd say *Sonic The Fighters* was well worth the effort. However, this in no way excuses the current lack of a traditional 2D Sonic platform game on Saturn – is someone at Sega of Japan reading/translating this? God I hope so.

[VIRTUA FIGHTER KIDS]

(By Sega)

Now we have traveled from the realm of say it aint so to you MUST be joking, but it's true. *Virtua Fighter Kids* brings together all 10 characters from *VF 2*, only with much, much smaller bodies and much, much bigger heads (the characters are presented in the popular Japanese Super Deformed style, so I tend to think of this game as *VF SD*). How can I explain this game...did any of you ever see the Muppet Babies cartoon? Ah, probably not. Anyway, it's just *VF* but with kiddy themes to everything, such as backgrounds that bring forth images of the Chutes & Ladders boardgame, and character voices that sound like...well...kids. Other features include static screens which profile each virtua kids likes, dislikes, hobby, school, and blood type.

Anyway, after an initial run this game seemed to be quite nearly identical to *VF 2*'s gameplay engine and moves list, though reports indicate AM2 will add slight refinements and balances to make *VFK* play as the ultimate and refined version of *VF2*. Hmmm, I think *VFK* is way up on the charm meter, but way down there on the reason for its existence meter. I dont want to say anything too negative and scare Sega away from releasing this little wonder in foreign markets (Sega's already wavering on both this and *Sonic The Fighters*), but given a choice between the two, I'd definitely pick the Sonic Boom over Virtua Romper Room in a heartbeat.

DESCENT 2

You're going down again!

The world's greatest 360 degree 3D game is back...but this time it's even better. Strap yourself into the most successful mind-twisting action game ever developed. With 30 new levels of complex mines, six entirely different worlds, and a team of highly intelligent new robot enemies, Descent 2 is guaranteed to give you hours of vertigo madness. But, beware, the deeper you go, the darker it gets.

"Descent 2 is the rock 'n' roll 3D game for 1996." PC Format.

Available on PC CD ROM

Interplay™

Call Interplay on +44(0) 1628 423666 for more information.
Web: http: //www.interplay.com

Copyright © Parallax Software. All rights reserved. Descent and Interplay are trademarks of Interplay Productions. All rights reserved.

NEWS

GUNBLADE Special Air Assault Force NY

(By Sega)

One of Sega's best of the show and a clear improvement over the *Virtua Cop* games, *Gunblade NY*, in my opinion, sucks more graphic juice out of the Model 2 hardware than any previous Sega game to date. This two-player gun game features a helicopter environment, where the players operate two massive, mounted, recoilable machine guns which are supposedly aboard a constantly-airborne, swooping, diving chopper.

In this amazing first-person gunner, you play as the SAAF (Special Air Assault Force) on a mission to save New York City from hardcore armoured android soldiers. You choose from two missions: save the United Nations building or salvage whats left of the entire island of Manhattan. Levels include Times Square where you pulverize terrorists, Mid Town where the firefight moves to Rockefeller Center, the UN Building, and the big boss level of the Disguised Aircraft Carrier where you swoop right by the Statue of Liberty!

Your view is out of the helicopter as it flies effortlessly through the Big Apple. You'll need to take out tons of goons, cars, and other enemy craft. The way the camera zooms in and out and rotates at dizzying speeds with absolutely no break-up visible just purely shocked me – surely I thought this speed was not possible based on the *Virtua Cop* graphic routines. The nonstop action causes so many massive, gut-wrenching explosions that you often lose track of your gun sites! *Gunblade* could be the definitive gun game when it is released.

TOKYO WARS

(By Namco)

For it's next generation of the *Cyber Sled* archetype, Namco has completely broken the mold with a new gameplay concept and control interface. *Tokyo Wars* was a universal favorite of the show, and matched (if not surpassed) Sega's acclaimed *Virtual On* texture for texture, polygon for polygon. In the game, you're in the cockpit of a heavily-armed, futuristic tank controlled by a steering wheel, plus forward and reverse pedals. Your mission is to drive through the battlefield and take out all the enemy team's tanks, and in the link-up mode the other player can either co-operate or go head-to-head! The gameplay is superb, the wheel very responsive, and there can be dozens (literally) of tanks duelling it out without a hint of slowdown or breakup. Great job Namco!

DUNGEONS & DRAGONS: SHADOW OVER MYSTARA

(By Capcom)

Capcom's original D&D definitely didn't get the attention it deserved. I am still to this day enthralled by the brilliance Capcom displayed by merging most of the relevant rules of the RPG with a fantastic gameplay engine and emerging with a game that appealed to video gamers and role-players alike.

The follow-up scenario to the original *Tower of Doom* uses the same 2D engine and a few of the same character graphics, but adds tons of new art, animation, and gameplay. There are two new character classes, thief and magic-user, and each acts as they do in the real RPG. The thief can pick locks, and the MU has the widest array of spells and is easily the most devastating character (though weak in hand-to-hand combat). The new campaign is much longer with many forks in the road for high replayability, and is based on actual modules created by TSR. New gameplay techniques include more *Street Fighter* style joystick motion moves and extended combos (even air juggles). It's a total shame this four-player simultaneous masterpiece may never be released on home systems, the original D&D was just cancelled on PlayStation...ooh, hurts like the family pet just died.

19XX

(By Capcom)

The latest in Capcom's long-running series of WW II shooters blasts forward to the future with a gorgeous display of CPS II pushed-to-its-limit graphics. You get three crafts to choose from and a slew of power-ups in explosion-laden, futuristic shooting action. The two-button gameplay now features the ability to charge your shots, but where did the traditional barrel roll go? The graphics are easily *Raiden II*-caliber and the game even squeezes some new effects out of CPS II that I didnt think possible, such as scaling.

NBA Hangtime

(By Midway)

Designed by Midway's Mark Turmell and crew (the original creators of *NBA Jam*), *NBA Hangtime* is the real, and quite worthy, successor to *NBA Jam TE*. My biggest complaint must be stated up-front: it was done on the same hardware as old *Jam*. Why oh why? The good news is all the graphics are new, the digitization is even cleaner, and the game has a ton of new features. The biggest is the ability to create your own character (costs one credit, and can be saved to the internal memory of the arcade game). You can customize your jamster with a unique uniform, facial portrait, stats distribution, and special abilities/privileges such as extra dunking power. New gameplay manoeuvres such as alley oops, hooks, spins, and lay-ups have also been added. Future editions of *Hangtime* will undoubtedly be produced on new, more powerful hardware with more colors per sprite, which is what I had hoped for this installment. But, I am more than content to hang with this version until the true next generation of *Jam* arrives.

THE PATH OF THE WARRIOR: ART OF FIGHTING 3

(By SNK)

The first NeoGeo game to feature computer-rendered graphics, *Art of Fighting 3* is just a sad game. I personally liked (if almost loved) *AOF 2* and while certain characters such as King were a bit borderline, I was a total fan of characters like John, Takuma, and Mr. Big. Well, get ready for the worst news: other than Ryo and Robert, ALL of *AOF 3*'s characters are new, and the character designs are generally really, really stupid. (*AOF 3* places second in the worst character designs of the show contest only to *War Gods*.) For instance, I couldn't contain my boredom when I saw Wang, a Chang Koehan-type lardo with a backpack, not to mention the requisite, unthrowable Big Bear/Earthquake archetype character, Wyler.

Setting aside the disappointing character cast, it takes patience to find bright spots among the chrome of *AOF 3*. I desperately hope this is an aspect of the incomplete version, but in *AOF 3* the punch button occasionally activates KICKS, and vice versa. This was not due to a glitch in the button wiring but a very variety of attack frames – I am praying more will be added in the final. The gameplay features new techniques such as hitting the enemy while theyre down and a much greater variety of juggling moves, and I have to say the intro and win screens are impressive in all their rendered glory. As a long-time NeoGeo fan I will hope for a significantly improved final version, but in any case I am saddened SNK's character designs have slipped to this level (especially in light of the brilliance displayed in *KOF 95*).

WAVE SHARK

(By Konami)

Owing at least some of its existence to Namcos *Alpine Racer*, *Wave Shark* is a tremendously fun waterjet racing game. Standing up, you ride a virtual jet watercraft and race against the computer. If you love *Alpine Racer*, this is a simulation not to be missed! (Just imagine a link version....)

RUN AND GUN 2

(By Konami)

Konami's top 3D basketball gun is back, loaded with new techniques such as alley oops, double clutches, fakes, fade-aways, and of course much smoother polygon graphics. But, still no NBA license (fake teams).

AVENGERS IN GALACTIC STORM

(By Data East)

A distinct improvement over previous Data East efforts such as *Fighter's History*, *Avengers* offers eight selectable Marvel Comics favorites (led by Captain America himself), plus four support characters who you can call on for assistance with a special move. The SGI-rendered characters are actually in *Killer Instinct*'s league, but the backgrounds are totally flat and lack the 3D details of *KI 2*. The four-button action is standard *SF*, with fireballs, button-link combos, and limited juggling. Not bad, but not great either.

SKULL FANG

(By Data East)

Skull Fang is a gem of a vertical *Raiden*-ish shooter with four planes to choose from and tons of action. The game has three buttons, including the barrel roll that should have been in *19XX*! The gameplay offers two unique control modes as well...one of the best 2D shooters in recent memory.

JACKIE CHAN IN FISTS OF FIRE

(By Kaneco)

JCIFOF (I love abbreviations) is an extremely unclean (think *Street Fighter: The Movie*) digitized 2D fighting game starring Jackie Chan. Just in case youre unsure who the star is, Chan plays THREE of the ten selectable fighters, but with different garb and moves in each case. I always pull for Jackie Chan, but this four-button grain-laden fighter seems a waste of a good license.

SLASHER QUAN

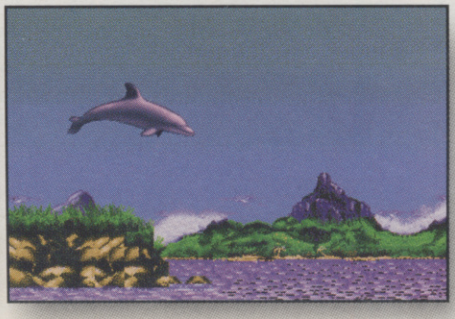
WINDOWS CD-ROM

You're alone in the vast ocean. Only your sonar can help you track down your family. But first you have to avoid Great Whites and other deep-sea terrors Swim or sink, sucker

SEGA GOES PC

- Easy install process - just dive straight in.
- Even faster, more colours, more dangerous than ever before.

At last, modern PCs can clock the full-on power of Sega. Now, the most awesome arcade games ever will be available on PC. Check Ecco the Dolphin, the 30 level deep-sea adventure classic. With Sega's hyperspeed graphics and scorching game design all in serious effect.



Want to check it out? Check the internet: http:/WWW.Segaoa.com/

the SEGA GAME is NEVER Over.

Welcome to the CVG Mailbag, none of that In The Bag rubbish. More than just the name has changed this month. For a start Paul isn't answering the letters this month. It's me, Tom G, together with my good friend Ed, and we're not going to be polite to your droning crocks of pizzle like he is. Look, this letters page needs to be more exciting. So from now on, you can write to specific members of the team. Just ask any of us what you want, and we'll be happy to reply. Also, we want a good name for this section, but we can't think of one. So send in some suggestions. We'll use the best one and give a prize to the sender. What's more, every time a better name comes in, we'll change it to that. So come up with something clever like, erm, Computer and Video Grams. But not that.

Write to: Mailbag, Transmuter and Video Recorders, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. And try and be interesting, eh? Not like the stinking sack of tripe we've got this month.

TOM AND ED'S ROCK-HARD MAIL

HELLO FROM GERMANY!

Dear CVG,
In issue #163 you mention that *Alien Trilogy* will appear on the Saturn, yet one of my friends' PSX mags says it will only appear on PlayStation and PC CD-ROM. Can you please tell me if it will appear on Saturn, and if it does will it be worth buying as I already own *Alien Versus Predator* on the Jaguar? And is it true that 95% of PlayStation games will appear on the Saturn – I learned about this from Sega Saturn magazine.
Also, please can you send me some information on how to become a reviewer as I am extremely interested. Plus I enjoy writing.
Thanks for your time.
Colin McKay, Germany.

TOM: *Alien Trilogy* will appear on Saturn. I don't know if it'll be worth buying, but if you're judging it against *Alien Vs Predator* on Jaguar, then yes, because that was old cobblers.
It's possible that almost all PlayStation's games will eventually make it to Saturn, but you can't put much value in that. Namco may well convert *Ridge Racer* to Saturn, but even if it came out tomorrow it would be a year and half later than on PS, and still might not be much good. Rarely do games specifically designed for one console, turn out as good on another. Look at *Toshinden* and *Wipeout*. If you want a machine's best games, your best bet is to get that machine. And no, I can't send you any info on being a reviewer. Enjoying writing helps though.

GREETINGS FROM BARCELONA!

Dear CVG,
I have been a Nintendo addict since I was 8 years of age, and I bought every single console Nintendo has issued up to the present day. I must admit that the games available are far too expensive, and have found myself having to rent games for the weekend. This also has its disadvantages, especially when there are only a few good ones displayed on the shelves, and when games are as expensive to hire as they are to buy from bigger stores!
So, I would like to know whether you know if purchasing Super NES and NES games will be such a difficult task in the future? One more thing: Do you think that *Toshinden* will appear on the Super NES?
Dani Franc, Barcelona.

TOM: Does anyone from Britain read our mag? Anyway, yes I guess it will be more difficult purchasing NES and Super NES games in future. Especially NES games considering the machine was discontinued about a year ago. And I doubt there'll be any new Super NES titles in 3000AD. What do want *Toshinden* for, it's monkey piddle.

ALLO FROM BELGIUM!

Hi CVG,
I'll cut the crap and get straight to the point:
1. About *UMKIII* – if Sheeva's got the Scorpion Animality, what's Scorpion's Animality? Is he going to transform himself into a drug-crazed-blood-thirsty-kamikaze squirrel or what? Could you also tell me how to use his new axe?
2. When will *UMKIII* be available on the Super NES?
3. A while ago (it seems like ages) there was a preview about *Star Fox 2*. Since then we've heard nothing more about it. So what's happening?
4. When is the arcade version of the *Sonic* fighting game scheduled for Belgium?
5. I wonder if it would be possible to put more information about games? Hey, don't kill me now! But it would be interesting to know how many programmers have worked on a game, for how long, and what Nintendo, Sega, Sony or anyone else has invested in it. What do you guys think? And while you're at it, could you print an article on which direction to go if you are interested in a job related to computer and video games?
6. Is there going to be a good *Dragon Ball Z* game on Nintendo 64? Also are there any plans for 'Ultra' *Metroid*?
7. I really feel sympathy for you guys, having to answer some really dumb letters like the one from Michael Landon last month. Did he drink some of his mum's nail polish or what? Saturn inferior to PlayStation? I don't know. Like Darren Bagley said, it's the fun that counts. That was the beauty of the older games. To get back to what Michael Landon said, if you can tell a good machine by looking at the amount of beat 'em ups...erhh... he probably pushed the nail polish in a place where the sun doesn't shine too much! But hey, it's great to hear that *KI* is scheduled for the PlayStation – when do we get to see *Mario* on there too???
If by any chance I would be honoured to be printed, for the record I didn't bribe anyone! So long. "Weird Al"...Erghh...Luc Van Caeyzeele, Belgium

ED: 1. No. Scorpion turns into a drug-crazed-blood-thirsty-kamikaze monkey. Of course.
2. It won't, as far as we know.
TOM: 3. *Star Fox 2* was scrapped and the project was moved onto Nintendo 64.
4. Belgium eh? Goodness knows. When they can fit Belgian groat coin slots on the front.
5. More information on games, eh? Gee thanks for that tip, you oaf.
6. *Metroid*, probably yes.
7. Glad you sympathise, yours is one of the dumbest letters I've ever read.

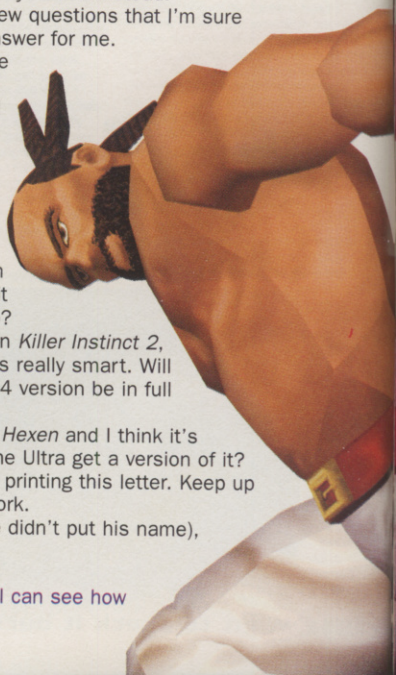
WHAT A TRAGIC MORON!

Dear CVG,
I am confused to hear that the Ultra 64's retail price is due to be set around £200... This is half the price of the Saturn when it was first launched in the UK, and still £100 cheaper than a PlayStation even though the Ultra 64 is more powerful than those two put together! Alright, so CDs can store a catrillion times more information than a cartridge, and they can play music and fill CDs with a special adaptor.But when you buy a games machine, all you want to do is play games. Do you agree? Also you said in a reply to a letter from Michael Landon in issue 172 that *Virtua Fighter 2* is better than *Tekken 2*! I don't suppose you watch Games Master on Channel 4 do you? Well, anyway, they had a feature on *Tekken 2* recently and it looked bloody amazing! It had this bloke who had a lion's head who done a five throw combo in under eight seconds! Now I am very confused.
Luke Nardoni (very confused reader), Swindon

TOM: Yes, you are confused. Don't come near us, we don't want to breathe in any stupidity.

EASILY HORRIFIED!

Dear CVG,
Recently I bought an issue of NMS, and to my horror they stated that Nintendo 64 would be released on September the 30th in the UK – at the earliest. I am really annoyed about this as I had just saved up enough money to buy one. What's the matter with Nintendo? I bet they knew that Europe would never get it by April. I'm sure there are many other eager gamers just as disappointed as myself who may seriously consider buying a PlayStation instead.
Here's a few questions that I'm sure you will answer for me.
1. Is it true that the Saturn will be getting an M2-like update..
2. Will the PlayStation get a 64-bit update too?
3. I've seen *Killer Instinct 2*, and it looks really smart. Will the Ultra 64 version be in full 3D?
4. I've got *Hexen* and I think it's brill. Will the Ultra get a version of it?
Thanks for printing this letter. Keep up the cool work.
Mr XXX (he didn't put his name), Suffolk (?)



TOM: Yes, I can see how

BAG

the Nintendo 64 delay must have caused much horror to an eager gamer like yourself. And your chums.
1. There are rumours to that effect, but I don't think so.
2. Sony are working on a PlayStation upgrade.
3. *KI2* isn't coming out on N64. A whole new version is slated for the machine.
4. Possibly.

EASILY AMAZED!

Dear CVG,
Last month I read your *Doom* review for the 3DO, and was amazed you gave it just 60%. I understand and agree to a point with your complaints. But even so, 60% is very harsh and I'm glad I bought your magazine after I bought the game. In my opinion you have made the mistake of comparing 3DO *Doom* to PlayStation *Doom*, and although not as good it's still a good game. If the 3DO version was the only version you had played (as in my case, and probably most 3DO owners) then you would not be able to compare and would give it a higher grade. Maybe 85%?
Why are 3DO versions not as good as PC or PS versions, as in *Doom* and *Alone in the Dark 2*? Is it the machine or the programmers? Finally, could you please name five good 3DO titles? I already own *Need For Speed, Slam 'n' Jam, Doom*, and *World Cup Golf* (which is crap).
Neil Jackson, Pontefract

ED: Okay, so I've played lots of versions of *Doom*, and I did compare the 3DO version to the others slightly, but the fact still remains that it's atrocious – the game runs so slowly that it's pretty much impossible to play, and the dreadful graphics make it impossible to see what's happening. If you're happy with it, fine, but there's no doubt that it's a really slack version of what could easily have been the 3DO's best game. If you want proof of this, try *Space Hulk* or *Killing Time* – both of which are far better than *Doom*. It's not your machine that's crap – it's the programmers.

BETTER OUT THAN IN!

Dear CVG,
I am writing this letter because I feel that I must get this out if my system. As everybody else did, I waited with baited breath to see what Sega and Sony's machines were going to be like. ThE first time I actually saw them running was in the space of a couple of weeks of one another, on import. I saw *VF* and *Daytona* on the Saturn, and *Tekken* plus *Ridge Racer* on the Sony machine. My impressions were the same as most peoples – the Sony looked the most impressive. But as time went on coming up to official launch dates, I thought that Sega are without doubt the masters of arcade machines. And I thought that the Saturn is capable of more than what's on offer. So I opted for a Saturn, which for me has proved the right choice. My main point is this: For the last five months or so, people I know or shop staff are telling me that I should have bought a Sony. I think too many people look at the graphics and judge a game on that. There have been many games on the PlayStation that have ace graphics – *Toshinden, Twisted Metal, Lone Soldier* (was that game actually playtested?). Most of the Saturn games that looked promising have turned out to be excellent – *VF2, Sega Rally, Guardian Heroes*, etc. In my opinion, whatever machine you own you're in for a treat.. Both have excellent games and look like having more. I think everybody should just select the machine that suits you and stop slagging the other machine off. I hope my points are valid. I know not everyone will agree with the games I have used as examples. Anyway, what's wrong with a bit of healthy competition!
Mike, South Wales

TOM: I'm glad you got that out of your system, Mike. But next time could you just flush the resulting fodder away without showing us. Ta.

GET BACK IN YOUR BED, GRANDPA!

Dear CVG,
I consider myself an aging games player now, as going back far enough to own a crappy database console in my early teens, and progressing through VIC 20, Spectrum, C64, Amiga 600 & 1200, Mega Drive & CD, Super NES, Game Gear, Lynx, Neo Geo, 3DO, and then ending with a Saturn – which I no longer have. So you could say that at some stage I have owned just about every decent game system that has ever been released (excluding PC and PlayStation). My reason for writing is this: Why are Sony allowing the rights for *Wipeout* and *Destruction Derby* to be used for the Saturn? Surely this is shooting themselves in the foot, as probably the two titles the PlayStation currently has which swayed me toward the machine will now be available on a machine (Saturn) which now has some great titles – *Sega Rally, Virtua Cop, Virtua Fighter 2* – plus the best of Sony's releases. This seems a strange move as I am now looking at rebuying a Saturn whereas before I was going for PlayStation. I would also just like to say that I think these are exciting times for the computer games industry, with great new consoles arriving and being developed all the time. But I hope they can develop more titles with gameplay to match the superb visuals we are now getting, as I still find myself going back to *Sensible Soccer* rather than *FIFA* or *Victory Goal* on the Saturn. All the best to everyone at your office.
Mr S Skitmore, Norwich

TOM: Yep, you really are an aging gamesplayer, aren't you? I've never read such senile rantings in my life. Tell your nurse to stop giving you solids, they're obviously causing you distress.

HE SOUNDS ALMOST TIMID...

Dear CVG,
What I want to know is when will N64 be released over here?!
Leon Garraway, Tooting

TOM: Thanks for telling us what you want to know, Leon.

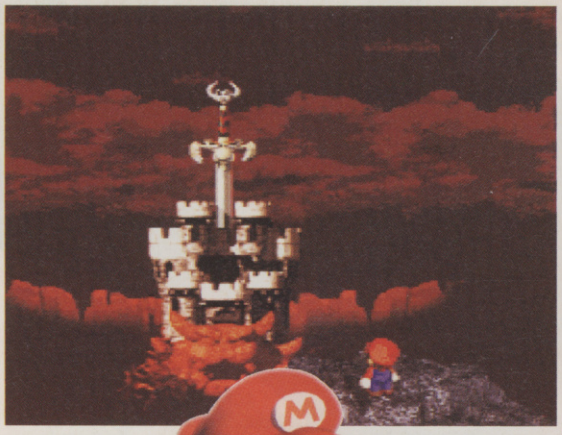
A DECENT LETTER, IN COMPARISION!

Dear CVG,
I have a Japanese Saturn and was wondering why in some games there is part of the left-side of the screen missing. Is there any way of preventing this, apart from buying a UK model? Lastly, what kind of conversion could the Saturn make of *Fighting Vipers* and *Manx TT*, if *VF2* only uses 66% of the Saturn's capabilities?
Jaimie Conneely, Northants

TOM: The problem you're having with your screen is quite common. It's just the way your TV reads the Japanese Saturn's signal. Some TVs are better than others at lining up the screen. There's not much you can do, short of buying a monitor that allows you to line-up the display yourself. *Fighting Vipers* may well be an impressive conversion, *Manx TT* is yet to be confirmed for Saturn.

NEXT MONTH...

Some good letters for a change, or we'll change this to a gardening section, no doubt called In The Growbag.



35% COMPLETE

SUPER NINTENDO

RPG

BY SQUARE CO LTD

JULY RELEASE

1 PLAYER

- JAPANESE VERSION AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE - 32MB CART
- RELEASED BY -

SUPER MARIO RPG

No need to hype this game at all. It is the *Super Mario RPG*, developed by Squaresoft for Nintendo. Yes, your SNES is still the coolest.

Since CVG isn't about promoting one machine, we can happily talk about everybody's games on whichever format they appear. Better than that, when a system regarded as being past its sell-by date supports a game superior to more advanced competition, we can say so. So here's how it is: *Super Mario RPG* is the single most impressive piece of software we have for you this month. While it may not possess the majesty of Panzer Dragoon Zwei, still nothing rivals the wholesome brilliance of this game. Here's what we know, from playing the Japanese version.

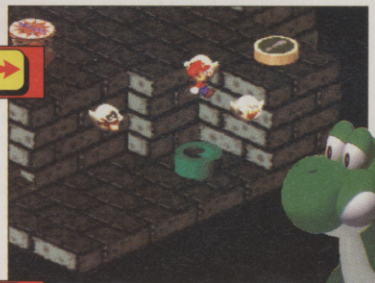
A WHOLE NEW MARIO WORLD!

This combination of *Super Mario World* and a Square RPG is likely to surprise fans of both types of game. While the questing adheres to typical RPG routines in general, the hero party's antics within that structure are very different to what you might expect. On the other hand, players expecting Mario to have the same kind of freedom Link enjoys in the *Zelda* series, with Super Powers as his aid, shouldn't feel so cocky either. Before going into depth, here's basically how it goes:

THE MAP

LONG DISTANCE TRAVEL

Covering ground when trading items with far off places is achieved by means of a classic *Super Mario IV* style World Map. The whole collection of islands can be viewed from afar to get an idea of scale (it's big!), or focused on individually. In doing so the many locations available are seen highlighted by spots.



MARIO ROMP

Players control Mario at all times, no matter how many friends he has travelling with him. Touring the Mushroom Kingdom – its towns, villages, and the outlands – involves Mario practising his trademark platform skills. In minor situations, familiar enemies pose exactly the same problems as in any other Mario game – only in 3D!

FIGHT ACTION

Whenever Mario engages in serious combat, the gameplay switches to a fixed battle-field scenario. Mario, and whoever he has with him, stand with their backs to the audience while the enemy squares off on the opposite side. Exchanges between the two are taken in turns – unless our heroes get lucky!

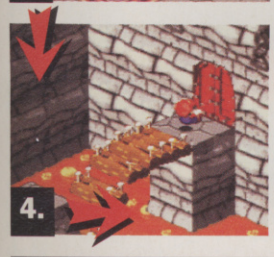
ULTIMATE GOAL

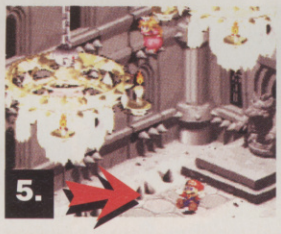
In *Secret of Mana* players seek the Mana seeds. In *Super Mario World* it is Yoshi's eggs that are the prize. The goal in *Super Mario RPG* is to recover seven magical stars which have been taken hostage by an evil force. One so great that even spoil-sport Bowser is forced to team up with Mario against it!

PEACHY PROLOGUE

COUNTDOWN TO DOOM!

Bet you didn't know that the darling Princess Toadstool is named Princess Peach in Japan? Which one would you rather smooch?! Anyhow, the story begins with Toadstool – fair lady of the Mushroom Kingdom – sitting pretty on a bed of flowers. SUDDENLY the sky grows gloomy, and amid flashes of lightning the dreaded King Bowser ('Koopa' to our Eastern friends) snatches the girl away!





1. Mario leaps into action and gives chase, finding himself at the gates of Bowser's castle once more!
2. It's Bowser's entrance hall, like you've never seen it before. Players get to grips with Mario's basic abilities.
3. One of the very first battles which Mario faces alone. Learn how to manage the simple controls – magic or standard attack.
4. A first piece of drama as the wooden bridge collapses behind our hero! Hurry on to rescue Princess Toadstool!
5. Eek! It's the Princess, and Bowser's got her tied up! Worse than that she's suspended from the roof!!
6. Follow Toadstool's advice and target the Bow Wow clamp – not Bowser. We soon discover why...
7. Aha! The chandelier supporting Bowser plummets to the floor. This is one heck of a short game – what a skank!
8. What's this? Bowser not finished yet? Well he won't be laughing for much longer. Have a Super Jump to the head!*Saved at last – but we suspect this isn't the end of the game after that last surprise. Strange rumbling from outside...
9. A giant sword falls from the sky and pins itself in Bowser's castle. Everybody is booted out. What the heck's going on!!!

THE REAL SUPER MARIO BROS MOVIE!

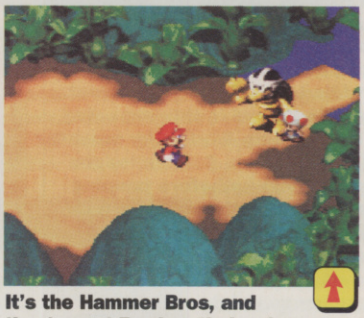
Before going any further with this feature, we'd like to present you with some tantalising moments from the game. How could we resist when the quality of drama and sense of comedy is so perfect – a brilliant combination of Shigeru Miyamoto's mischief and Square's own special brand of dynamism. Awesome!!!

The entire sequence which surrounds the arrival of Chino onto the scene is superb. First of all we see him as a toy, with miniature Bowser, Mario, and Toadstool figures as partners.

After defeating the second boss, Mario and Mallow discover that he is the only thing stopping tons of water from flooding the cavern. Try as they might to stomp on the switch controlling the flood gate, it's just too late!

As Mario slips down the waterfall, he seizes the opportunity to grab some gold. By swimming he can gain a small distance back up the falls, but he is eventually swept away to this hair-raising barrel-riding sequence.

Down at Melody Bay, Mario happens across the court composer who says he'll give our hero something special if he can make a suitable tune. Thing is, Mario is required to use tadpoles as notes!



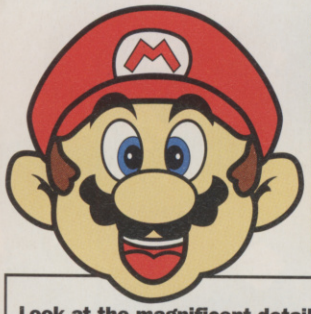
It's the Hammer Bros, and they've got Toad as their prisoner. This confrontation takes place early on, so their strength is pretty scary. Once they're defeated Mario gets the hammer to keep.

Bowser rallies his troops as Mario enters the town of Docherty. Each squadron reports to their leader before forming rank, then marching off to battle. Bowser's daft expressions are just brilliant.

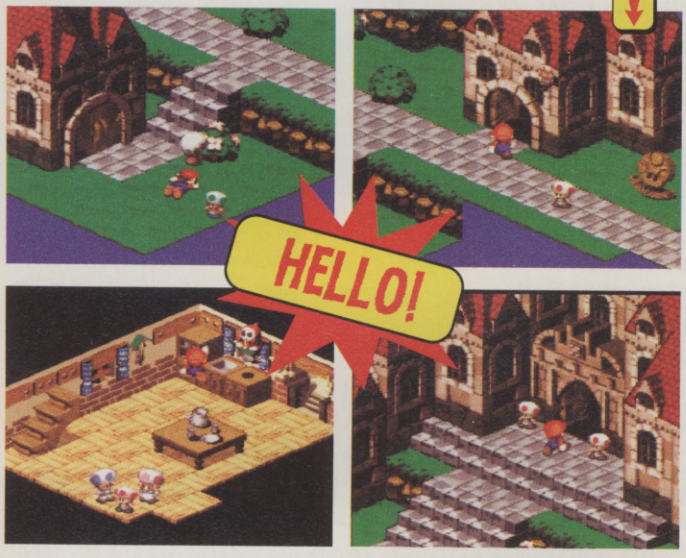
Later, when Chino comes to life, he challenges boss Yuminpa to a fight – alone. There's much chatter, and posturing until the crucial moment where Yuminpa has an arrow aimed stright for Chino's head...

UNDER REFURBISHMENT

"So that's what it looks like!" Fans of the Super Mario universe, and all it contains are sure to go mental as the Mushroom Kindgom is revealed in CG rendered glory. Discovering how traditional Mario mechanics work within the new prespective is an even greater joy. Though it's tough putting the combined amazement factors across in words and static pictures (the animation is classic too) here goes:

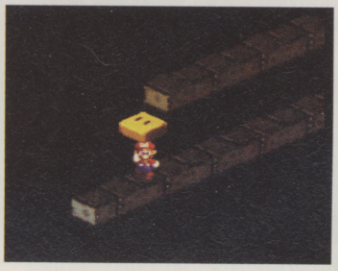


Look at the magnificent detail Square's artists have worked into the new Mario World! Players get to see all the famous locations in a way we could never have been thought possible a couple of years ago. Entering Mushroom City for the first time is a genuine thrill for true fans: Chatting to the locals; meeting with the King in his throne room; staying in hotels. Cool! And that's just the beginning...



Jump. That's the first ability Mario makes use of to get himself off the hook – his clothes hook! After switching off the light in his house and stealing 35 winks, he jumps out of bed and back into action. To save his progress Mario hops onto a Save Block. The locals in Mushroom City refuse to believe that he is the great Mario unless he jumps to prove it. Jumping solves most of Mario's problems.

Mario is usually happier running about the place, unless the area is riddled with danger underfoot. Speed is gained in the same way as Super Mario World – by pressing the Y button. Certain ledges require a run up before jumping to reach. An entire episode near the start of the game involves Mario giving chase, plus being fast on his feet while invincible earns bonus points.



Checking for clues is done by pressing the 'Command' button (A); whether it's conversation with people, or examining important objects. This is a key addition to mario's usual reportoire, allowing him to obtain useful items and learn helpful information. The Command Button is every bit as valuable to Mario as his ability to jump in this RPG. This is something completely new.

SQUARING UP FOR BATTLE

For a new RPG to gain respect it requires a worthy battle system. The one Square have developed for *Super Mario RPG* is quite simple, compared to their Final Fantasy series. At least, it doesn't depend on the same strategic values. It does, however, involve techniques that have never been used before. Ones that encourage players to take greater control over the outcome of every single confrontation.

FEEL NO PAIN!

Timing also helps when defending against blows, again using the attack button. Just as the enemy is about to land its offensive, tap the button and chances are they'll do no damage or even miss completely! This possibility certainly encourages players to pay attention to the enemy's moves. Halving a killer assault often makes all the difference.

CASH BONUS!

In addition to experience points, victory usually rewards the heroes with coins. The bigger enemies especially drop plenty of cash when destroyed. Coins are then used to buy assistance in whichever form during the exploration or 'Field' sections. Occasionally fighters receive a small power-up freebie at the end of a fight too. Strength restoring mushrooms are the most common.

LEVEL UP!

After winning a battle, all the heroes involved receive experience points. These are used to develop their abilities in the traditional RPG manner. Once a character has gained enough experience they are advanced a Level – meaning they become stronger and, in some cases, acquire new special powers. Mario doesn't receive his Fireball until Level Three, for example.

MAGIC!

No RPG would be complete without awesome spell casting, and the magic in SMRPG is truly spectacular. It's weird too. While the blazing fire which fills the screen wouldn't look out of place in any other adventure, Mario being turned into a scarecrow perhaps would. Mallow's Lightning attack is cool, while Mario's Super Jump is just plain crazy!!!

SIMPLE CONTROL!

Each coloured button is assigned a different job: A is to attack, which may involve the use of a tool. B is to defend, or try to run away! Y summons a character's list of special attacks, and X delves into the inventory for a useful item – most often a health tonic of some sort.

DOUBLE ATTACK!

up on any given technique. As much as twice the damage of a normal attack is caused by tapping the button just as the move is about to connect. For example: Mario uses a right hook to punch his foes in the early stages. But time the second tap just right, and Mario uppercuts with his left too!

FLOWER POWER!

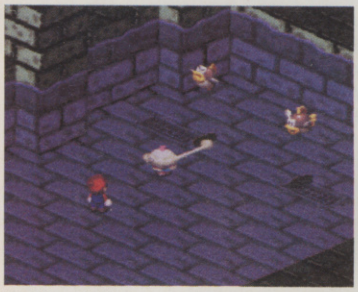
For increased tension, Square includ the Bonus Flower – an icon which appears at random once an enemy is defeated. BFs empower the lucky hero with one of five helpful power ups: 'HP Max!' restores health. 'Once Again!' grants another strike. 'Attack Up!' strengthens offense, while 'Defense Up!' does the same for protection. Best of all is 'Lucky!', where players get to double or quits their experience points or coin count in a Spot the Dinosaur Egg bonus round.

MONSTER PIECE THEATRE

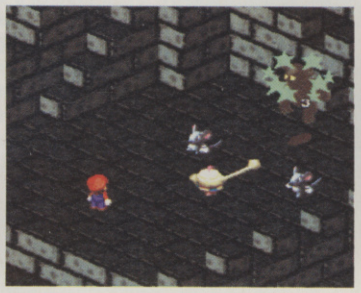
Here's who Mario is up against in his RPG. Some are very familiar, but are still full of surprises. Odd to see Donkey Kong back in chains again!

Little Boos cast magic that freezes their foes.

Heihos – the little fellers in the masks – ring their own bells!

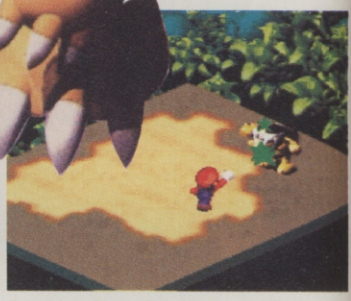


Mallow takes a swing at the Puku-Puku fish in this flooded dungeon.



Shadow is sometimes hard to hit as he's nothing more than a wisp

This isn't really Donkey Kong – we lied! His name is Donkey Yung!



Socking it to the Hammer Bros, *Super Mario RPG* style.

Baton and his pal Bubble totally hypnotise poor Mallow!

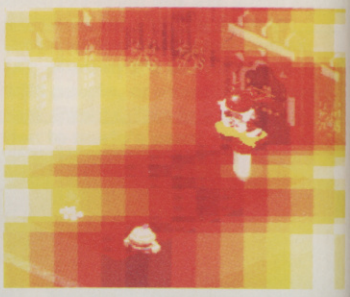
Uh-oh! Mario is about to be turned into a scarecrow by these plants!

The hammer works far better against this dino thief.

This green-coloured monster is called Richard. He is!

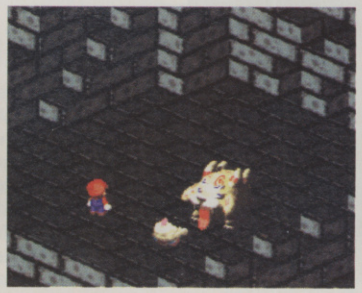
BOSSI

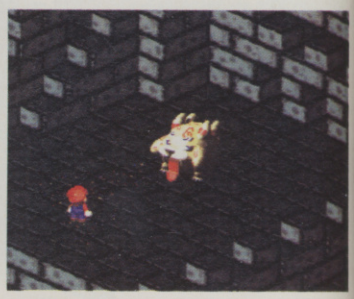
Big trouble number one is this Pogo-Stick Sword character, whose army has seized Mushroom Castle. He bounces on peoples' heads, then disappears to let his minions take all the heat.



BOSSI

Beneath the ground there lurks this strange statue who guards the city's flood gates. It eats people whole then blurts them out again. Mario also discovers how it feels to be a scarecrow!





BOSSI

Kominpa – a giant Bow on legs who fires his troops off like arrows. Most surpising of all though is his ability to disable certain commands by laying the Y, X, and A icons before him.

MALLOW

Believe it or not, Bowser joins forces with Mario to save his Kindgom! We haven't met up with him yet, but we know that he has some extremely powerful magic attacks: Giant Mecha-Koopa and a huge ghost are among them. Plus he uses Bow Wow – that mouth on a chain – as a weapon.

CHINO

First time Mario bumps into Mallow the fluffy feller has had his money stolen by a small dragon. It's up to Mario to help bring the thief to justice. Once on the team, Mallow puts his stormy powers to good use. Later on he learns how to read an enemy's mind to find out how strong they are.

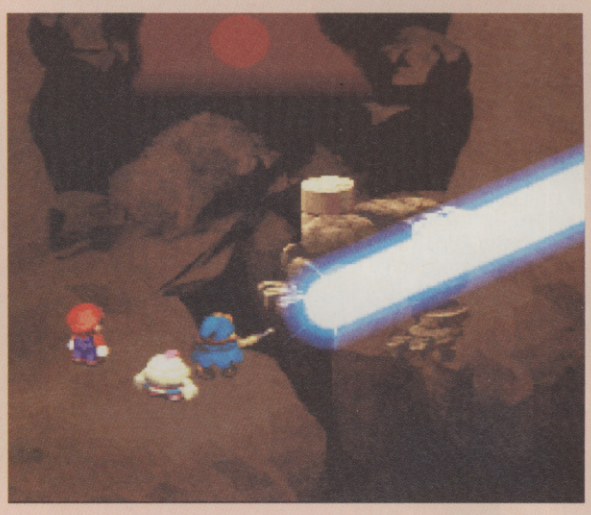
A no-good dinosaur nicked off with Mallow's cash!

So Mario agrees to help out, chasing it to the woods.

But the cheeky begger is too fast on its feet!

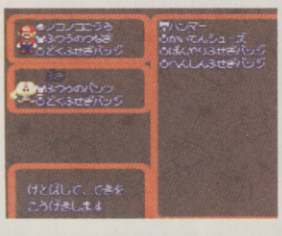
BOWSER

A magical character who starts life as a small toy, then is transformed one night into a real person while Mario sleeps. Chino is brave, and is all but ready to tackle Kominpa alone until Mario arrives to assist. The wooden-head usues his arms as missiles, and shoots a powerful beam of magic from his wand.



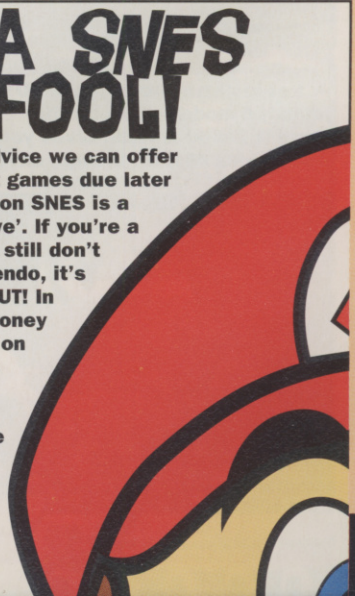
POWER DRESSING

Items which improve a character's chances of survival are either obtained from shops, or handed over as rewards. Shopping is an integral part of any RPG, as is ensuring that your part is properly equipped. Bought items include special garments that dispel some magic, or increase attack power. While rewards are slightly more spectacular – such as Mario's Turtle Shell which is used to kick at the enemy, or Flower Capsules that boost magic power.

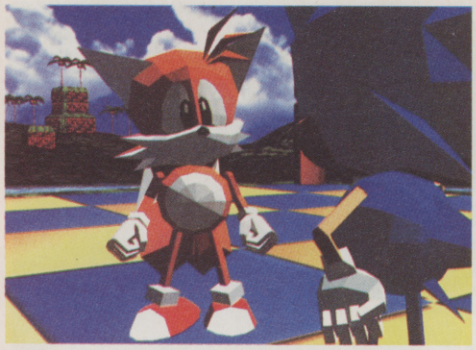


BUY A SNES YOU FOOL!

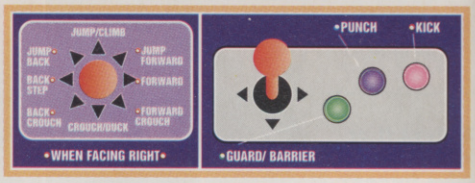
That's the best advice we can offer here. Of the great games due later this year, SMRPG on SNES is a definite 'must have'. If you're a games player and still don't own a 16-bit Nintendo, it's time to SORT IT OUT! In Japan there's a Money Off token printed on the packaging, so players can save about £30 on a Super NES. Maybe the same will happen here? More on this game with the most next month.



COMING SOON



BEAT-'EM UP | BY AM2
? PER PLAY | 1-2 PLAYERS
• SATURN CONVERSION PLANNED • MODEL 2B ARCADE BOARD
• DISTRIBUTED BY DEITH LEISURE • MEGALO 50 CABINET

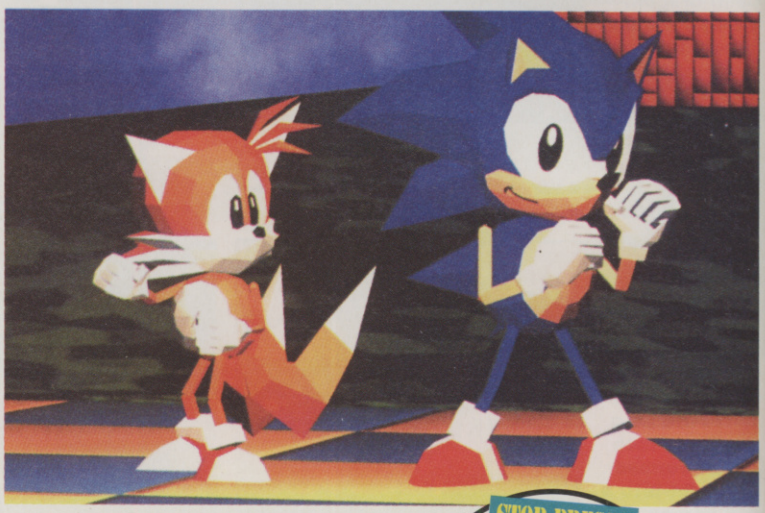


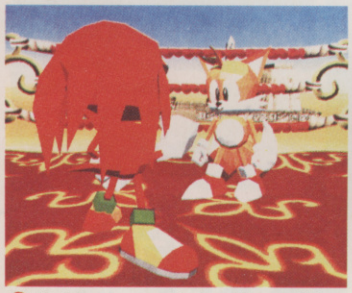
3D Sonic fighting action, folks. On Model 2 and by AM2. Chilling!

Make no mistake, he's back! And not just in another Megadrive platformer. Although maybe that as well. First though, he's heading down the arcades in a fighting mood.

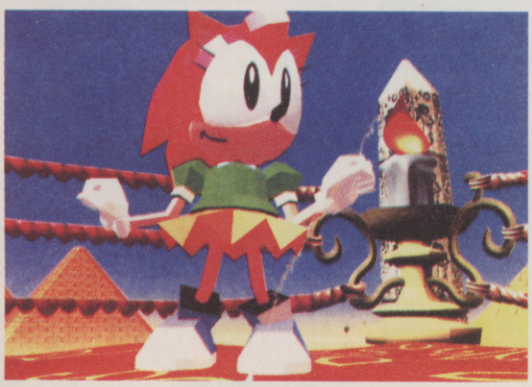
Sonic the Hedgehog. Hero to millions, once upon a time. This is the sprite that sold video games to the masses, and turned a nerdy hobby into a multi-million pound worldwide craze. He was fast, he was cool, he was blue. Everyone loved him! The sound of rings being collected was instantly recognisable to anyone under the age of twenty. This hedgehog almost achieved immortality within public consciousness. But then something went wrong.

New wonders. Incredible 3D graphics, arcade perfect conversions, the next generation of video gaming in your home. Sprites just weren't cool anymore. Sonic vanished and nobody missed him. In fact, people actually confessed to disliking him. And so we played our Ridge Racers and our Virtua Fighters and we loved 'em better than ever. Or so we thought. How quickly we'd forgotten the vital ingredient. Why don't the latest game machines have the same universal appeal as the simple 16-bit consoles? Because they lack character(s)! None has a champion with the charisma of Sonic the Hedgehog. And now he's back to remind us of what we've been missing. Make no mistake, this year Sonic is going to turn video games on their head just like he first did five years ago. Not just with one game. Not with two. But with THREE Sonic titles! Games are about to live again. And people are going to go mad for it!



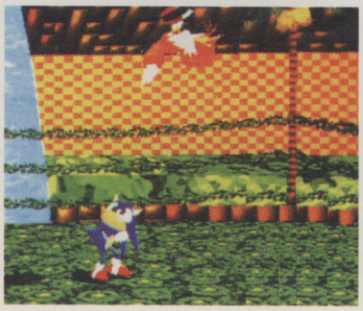


Not in-game shots. These 3D rendered models are what the game is based around. Gives you a good idea of it all though, eh?

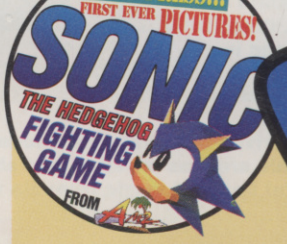


A BEAT 'EM UP? DAT AIN'T NOT SONIK.

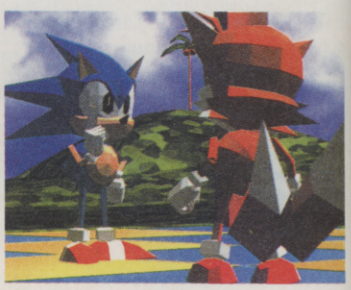
Of all the people to revive Sonic's career, who'd have thought it'd be AM2? Those purveyors of all things Virtua. But when you think about, serious as their games might initially seem, they all have a streak of madness to them. And it was from that madness that *Sonic Fighters* was born! As we reported in our exclusive February news piece, the game is a result of the tinkering of an AM2 programmer, who put Sonic into the *Fighting Vipers* code. Sega's R&D supremo, Yu Suzuki, saw the results and loved it. So he took the idea to Sonic's creator, Naka, for approval. With Sonic's Dad's enthusiastic consent, development of the game went ahead!



The Sonic Fighting game as we first called it. And as we first saw it. Cool as it looked then, the game looks far better now!



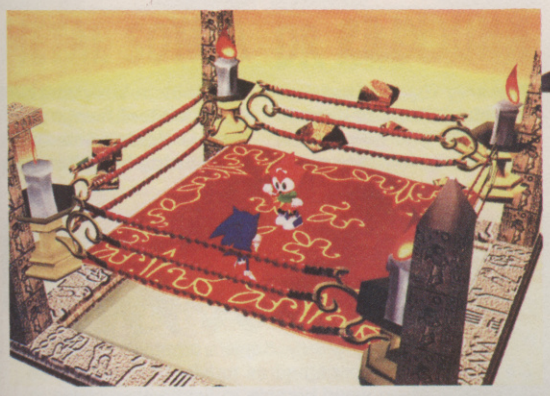
The news of this game was a genuine last minute scoop that drove us to put stickers on the cover of issue 171. We thought it was THAT hot a story!

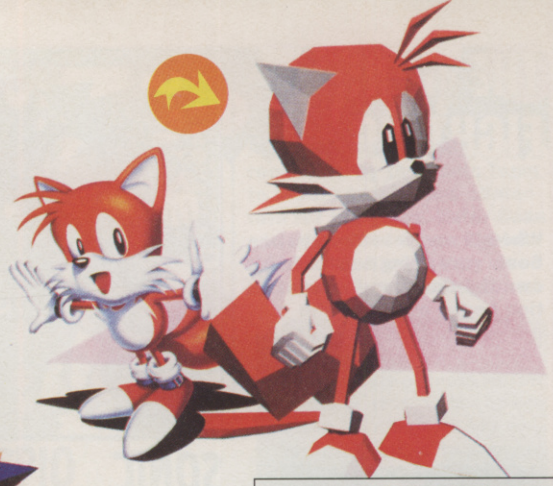


At this time, the game still used the Fighting Vipers code.

ANIMAL CONTROL!

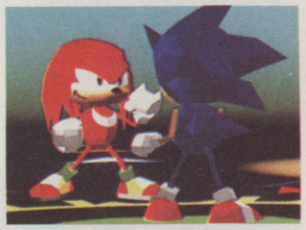
As you'd expect from a game sprung from *Fighting Vipers*, *Sonic Fighters* uses the customary three-button *VF* control system – one for block, one for punch and one for kick. However, the block is said to be different from that of AM2's previous beat 'em ups, being described more as a 'barrier'. We don't know exactly what this means, speculating that it could flash up a shield similar to the double-jump shield of *Sonic 3*. It is, however, promised to uniquely alter the gameplay.

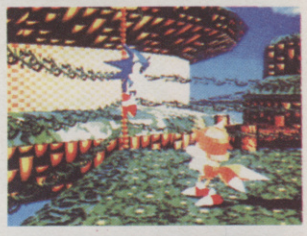


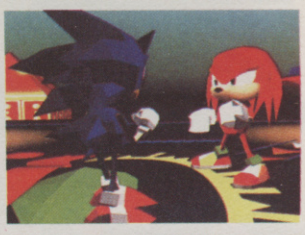


In translating the characters from their familiar 2D sprite forms into 3D polygon fighters, it was essential to keep. Strong facial features and cool poses make these 3D fighters more lively than any *Tekken* or *VF* characters.

It's the game! it's the game! Soon, we can play it!







THE PLOT!

Perhaps the biggest question over the feasibility of a Sonic beat 'em up is – why are Sonic and his chums fighting each other? Well, here's the plot to the game. That vile scientist, Doctor Robotnik, is on another world domination bender, so once again he's constructing the dreaded Death Egg outside the orbit of Moebius. The problem is, only one woodland creature can fit in the spaceship Tails has built. So Sonic and seven animals battle it out to decide who gets in the capsule. Makes sense.

THE SONIC FIGHTING LINE-UP!

When it was revealed that Sonic was going to star in his own fighting game, speculation began over who the other characters would be. AM2 wanted a line-up that would provide variety. A speedy character, a strong one etc, but with an overall balance of skills. Whether they've managed this, remains to be seen. Nonetheless, this is the final fighting selection... unless there's a secret fighter too!

SONIC

Of course. And his super-spin plays a multifarious part in his attack repetoire.

TAILS

Sonic's trusty chum, complete with helicopter tail flying powers. Useful for breaking out of a throw.

KNUCKLES

The only fighter that matches Sonic in speed and strength. Has a spin attack and knuckle punch.

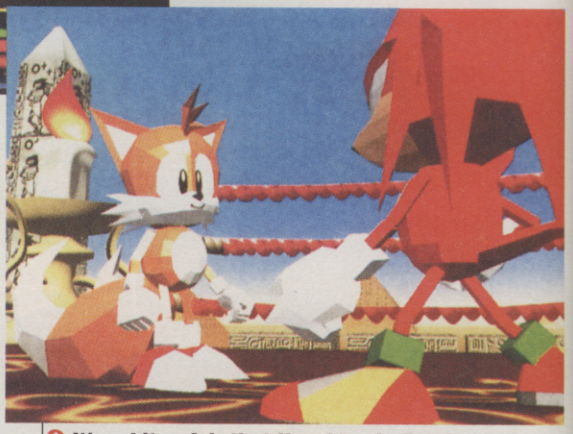
AMY

It's Sonic's bird, innit? As you'd expect from a female fighter, she uses a great big lump hammer.

Familiar backdrops from the MegaDrive games make up some of the backdrops. Look, it's the Carnival Night Zone from Sonic 3!

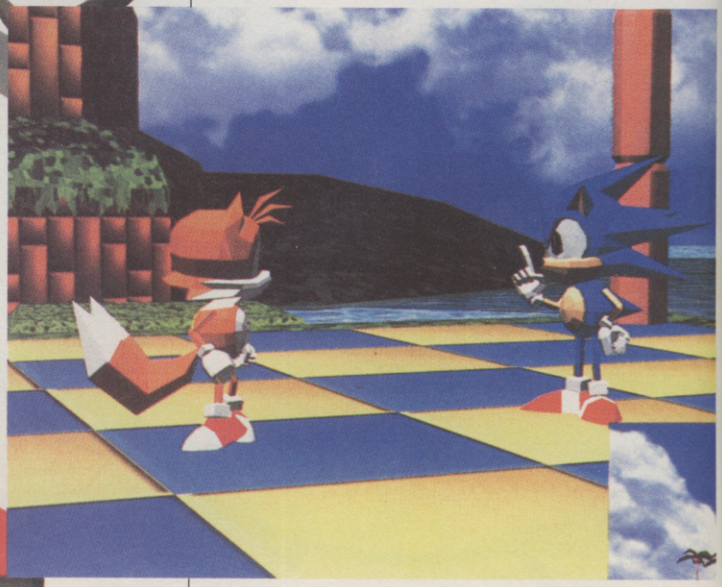
ROUND ONE: SNUFFLE!

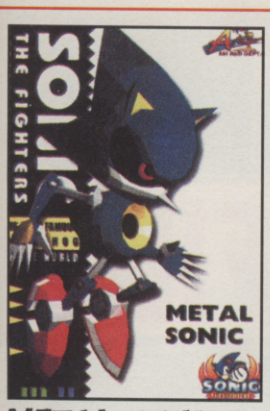
Originally, Sonic's creator was concerned as to how the characters woud be able to fight with such big heads and small arms. The answer is... crazily! Thanks to the totally unrealistic scenario, all-manner of over-the-top moves have been included in the game. Whilst it might have a control system similar to *VF*, expect a game considerably more insane!



It's a bit unfair that Knuckles is fighting Tails. After all, he did build the space rocket.

What the fighters' second player colours will be is a mystery. AM2 had to consult Sonic Team to make sure they didn't destroy the characters' images.





METAL SONIC

This nasty piece of work turns up in the Death Egg fortress. His attacks consist mainly of laser-fire.

DR ROBOTNIK

Waiting at the end, who else? What his attacks are isn't yet known. Expect some machinery though!

NACK

Known as Fang in Japan, this weasel featured as a treasure-hunter in Game Gear *Sonic: Triple Trouble*.

ESPIO

Bizarrely, a character from the cruddy 32X Chaotix game. A chameleon with a tongue attack. Right.

PLUS 2 MORE...

AM2 were specifically requested by the Sonic Team to create two all-new characters for the game. Enter Bean and Bug. What these fighters look like and what they do has yet to be revealed to us!

BENDY FIGHTERS!

Whilst the characters may have the same super-deformed look as those in the ST-V (Saturn-based coin-op) *Virtua Fighter Kids*, this game uses far more powerful hardware – namely Model 2B. This makes for a more versatile look, with the fighters actually morphing throughout the game. For instance, when a character is hit in the face, it stretches like putty. And when Amy hits someone with her hammer, they splat! Sonic also folds up to perform his spin. Impressive stuff.

Check it out! Each character's energy bar is a tube packed with gold rings. And everytime they get hit, they release a load of these rings, just like in the Sonic MegaDrive games. Brilliant eh? Unfortunately though, you can't collect the rings back. A shame, but then if you could, the game would go on forever.

LOOK OUT FOR NEWS ON SONIC 4 – SOON!

That's right. There IS a *Sonic 4* coming out. And what's more, it's coming to the MegaDrive! At least that's what Sega's release schedule for the year says. This may seem like a bizarre decision, but consider this – over 500, 000 were sold in the UK alone last year. That's TWICE the total number of UK Saturns and PlayStations sold so far! Plus, there could be another reason for this move. We're just speculating here, but could a backwards-compatability convertor be planned for the Saturn? With retro-games proving so popular right now, access to the MegaDrive's superb back-catalogue would be very appealing. And what an excellent package this would make, eh?

A SATURN SONIC GAME!

It's on every Saturn owner's Most Wanted list and it is being developed for Saturn! We're not talking about a conversion of the coin-op (although that is on the cards), we're talking about a proper Sonic game. Nothing much is known about it, save that Naka has put together his Sonic team for the project, and that it will be 3D in some form. Whether that means it will play the same as previous Sonics, but with 3D scenery (similar to *Clockwork Knight*), or whether it will have a full 3D playfield, remains to be seen. However, Japanese jouranlists who have seen the game in action claim it rivals even *Mario 64* in looks'. Now that would be something. It's Mario vs Sonic all over again, just how it should be!

Returning to their arcade roots, Konami have chosen to update the game which wrecked a thousand arcade cabinets – *Track and Field!*

Unveiled in 1984, the *Track and Field* machines were unique in their control system. In order to make your on-screen athlete run and jump at any speed, two buttons were repeatedly hammered – the faster they were pressed, the better the turn of speed! The game was duly cloned by the likes of Activision and Ocean, and was responsible for constant joystick breakdowns, and now it has reappeared for the PlayStation in an all-new, glossy version!

Track and Field is currently 60% complete, with four events completed and running. An update will follow.

60% COMPLETE
PlayStation
SPORTS CLASSIC | BY KONAMI
JULY '96 RELEASE | 1-4 PLAYERS

- NO OTHER VERSION PLANNED
- ARCADE, SPECTRUM AND C64 VERSIONS NO LONGER AVAILBLE.
- STORAGE - 1 CD
- RELEASED BY KONAMI TEL: 01895 853 000

TRACK AND FIELD

A bit of shot-putt here.

A dash of running there.

And some swimming too.

OLD AT HEART

Replacing the tiny cartoon sprites of the original, Konami's Japanese R'n'D team have motion-captured a series of athletes, and the new game allows the user to participate in 100m, Javelin, Hammer Throwing, and Swimming events – amongst others. The final game will feature eleven as yet undetermined events (with a secret event also hidden away), and the button-bashing technique has been refined to save PlayStation pads from the knackered fate that befell numerous QuickShot IIs (infamous joysticks).

With *World Cup Golf* and *PGA Tour '96* hardly wowing PlayStation owners, Konami are trying their hand at the golf genre with *Konami Links*.

With the emphasis on arcade playability, *Links* offers as many – if not more – shot options than its rivals, and boasts a full set of clubs and should feature four, eighteen-hole courses in the final code. Everything in *Links* has been geared towards picking it up and getting straight into play. Control is effected via a series of icons and button presses, with a power bar determining the strength of the shot, while a cross hair allows the addition of slicing or extra lift to shots.

FANTASY GOLF WORLD

A number of fictitious Pros act as the rivalry element in the game, and each proves a master at breaching the assorted bunkers, water hazards, and rough areas the courses contain – with league and cup tournaments available for those who fancy themselves as the new Greg Norman.

75% COMPLETE
PlayStation
GOLF SIM | BY KONAMI
JULY '96 RELEASE | 1-4 PLAYERS

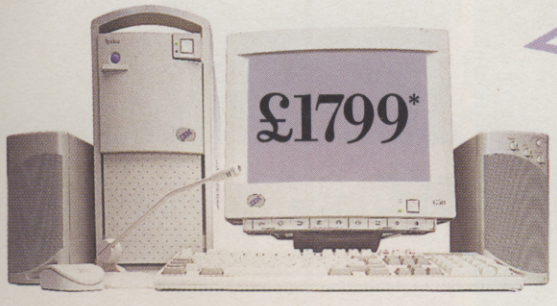
- NO OTHER VERSION PLANNED
- NO OTHER VERSION AVAILABLE
- STORAGE - 1 CD
- RELEASED BY KONAMI TEL: 01895 853 000

KONAMI LINKS

Norman Wisdom was motion-captured for the game.

Konami Links is roughly 75% complete, and is currently being coded to run on PAL systems for a July release.

Get a home computer, access to the Internet, an address book, a phone, a fax, a modem and an answering machine, all for the price of a home computer.



Want a PC for the home with everything? Aptiva is your complete communications centre thanks to the very latest IBM Mwave technology. Touch new worlds.

IBM

Solutions for a small planet

*RRP for Aptiva models with Mwave feature start at £1799 rising to £2799 incl. VAT. Retailer prices may vary, see your retailer for details. For more information call 0345 72 72 72. IBM Home Page: http://www.pc.ibm.com
A6CVG0596A

Ah, the smell of Actua with a hint of Euro balls!

60% COMPLETE
SEGA SATURN
PC CD ROM
SOCCER SIM
BY GREMLIN
MAY '96 RELEASE
1-4/12 PLAYERS
• NO OTHER VERSION PLANNED
• PC AND PLAYSTATION PREDECESSOR AVAILABLE
• STORAGE - 1 CD
• RELEASED BY GREMLIN
TEL: 01142 753 4223

EURO '96 SOCCER

Following on from last month's Gremlin feature, CVG has updated info on the additions made to Gremlin's *Actua Soccer* to turn it into *Euro '96 Soccer*, for release on Saturn and PC.

Gremlin are trying to replicate as much of the good stuff in *Actua* possible, as the game's massive chart success testifies to the quality of the original. The last few weeks have seen some intense work, with programmers from other projects drafted in to help meet the deadline dictated by the start of the tournament itself. The work itself has been two-fold: on pitch action, and the presentational aspects of the *Euro '96* competition. The basis of the gameplay is all *Actua* – with a few tweaks. Noticeably, the Artificial Intelligence of the keepers is improved, with the help of tips from England goalie Chris Woods. New tricks and an improved range of animations (all motion-captured) have also been added due to the extra time in development.

STADIUM ROCK

Gremlin have made an impressive attempt to create an authentic tournament setting by rendering the six stadiums being used for the Euro '96 competition. To accurately represent the interiors of each ground, a former architect spent months photographing the buildings and pitches, taking measurements and rendering computer models. The reward for this attention to detail is a genuine sense of 'being there' when playing on the hallowed turf of Wembley, Anfield and St. James Park.

WORD PERFECT V.2

In the quest for the perfect commentary, Gremlin's sound engineer has substantially augmented the range of commentary from star turn, Barry Davies. The way the game sources commentary is pretty ingenious. At moments of 'dead ball' the CPU scans the disc, grabbing commentary samples from 40 groups, each relating to a situation – passing, shooting, ball out of play etc. With new sets loaded frequently, there's less chance of repetitive comments. However, it was decided to ask Barry back to double the amount of comments for each group for Euro '96.

Euro '96 has real names. Look, Ed's scored a goal using one of those funny names we put on his reviews.

Looks like that player's wee stain has bleached the grass.

QUESTION OF SPORT

Bringing the essence of competition into the game has been more than a matter of using the team and player names. We've watched the programmers stuffing the game with facts and trivia that should prove useful on any pub machine. Call up any national team to see its historical record, plus overviews of all the participating players and locations used for the tournaments.

A GAME OF TWO MACHINES!

Saturn and PC soccer fans, prepare to give yourselves a big pat on the back, as *Euro '96* looks set to better the mighty *Actua!* How it compares to Psygnosis' *Power Soccer* could concern those in the PC stands however. The final whistle is blown next month.

ZONE VIDEO

MAIL ORDER ONLY
6 Beechwood Rd,
Warley, Smethwick,
Birmingham, B67 5EP

334-336 Oldbury Rd
Whiteheath, Odlbury,
Birmingham
Tel: 0121 561 4550

(main store)
336 Londondonderry Rd
Warley, Smethwick,
Birmingham, B68 9MB
Tel: 0121 511 1436
Fax: 0121 544 7041

FIRST WITH ALL JAP IMPRTS

WE SPECIALIZE IN:

MEGADRIVE, SNES, PSX, STAURN, VIDEO CD, CD-ROM, HONG KONG AND JAPANESE CINEMA-ACTION-ANIMATION

ALL HARDWARE AND SOFTWARE

WE WILL BEAT ANY PRICE IN WEST MIDS

Saturn Video CD cartridge.....£146.99
PAL Saturn with game.....£309.99
PAL Playstation with game.....£309.99
JAP Saturn with game.....£339.99
JAP PSX with game.....£349.99

SATURN/ Vampire Hunter, Panzer Dragoon 2, Darius, X-Men, Gebockers, Sonic Fighter, Wipeout, Magic Carpet, King of Fighters 95, Fatal Fury 3, Ultimate MK3

PSX/ Tekken 2, Biohazard, Gradius Deluxe, X-Men, Darkstalkers, Jumping Flash 2, Cyberia, Need For Speed, Rave Racer, Soul Edge

Tel: 0121 511 1436 Fax: 0121 544 7041

CHOLLO GAMES INTL.

D 2/F Seaview Building, 1 Ngan Wan Road, Nal Wo, Lantau, HONG KONG
Fax: (852) 29841919
email: CHOLLOHK@HKSTAR.COM

EVERYTHING YOU'RE LOOKING FOR

SEGA SATURN MEGADRIVE | SONY PLAYSTATION TURBO DUO/PCE/NEC | 3DO FX NGCDZ | SUPER FAMICOM OTHERS...

MUSIC CDS | ADD-ONS SYSTEMS / GAMES / ACCESORIES | JAPAN GOODIES

LATEST / OLDEST NEW / SECOND HAND
WHOLESALES WELCOME WE SEND WORLDWIDE

GAME SEARCH SERVICE

SATURN & PSX PRICE CRASH!!

These are some of the lowest prices in the UK!
All Official UK products - No dubious import's.
100's of new and pre-owned games available!
All games are Guaranteed. Our Tiny advert = Lower prices for you!
We will Part exchange your older games by mail, for CASH!!

SMALL SELECTION OF NEW SATURN GAMES

Casper	£35.75	D (the D)	£39.50	Deadly Skies	£39.50
Defcon 5	£31.99	F1 Challenge	£39.50	GEX	£35.75
Hang on	£35.75	Hi-Octane	£37.25	Horde	£33.50
Magic Carpet 2	£37.25	Mysteria Realms	£31.99	Night Warriors	£35.75
Primal Rage	£30.99	Revolution X	£35.75	Rise 2	£35.75
Sega Rally	£41.99	Sim City 2000	£35.75	Tilt	£35.75
Titan Wars	£35.75	True Pinball	£35.75	Valora Golf	£39.50
Viewpoint	£37.25	Virtua Cop	£50.50	Virtua Fighter 2	£41.99
Wing Arms	£35.75	Wing Comm 3	£41.25	X-Men	£39.50

Post & Packing at cost - from 80p per game

Call to confirm prices, as RRP's may vary up or down without notice. E&OE Known to be correct at 20/03/96. No cheap gimmicks, No cheap gifts, No clubs to join, fast delivery times. (days not weeks). Just the best service around!!

SMALL SELECTION OF NEW PSX GAMES

Actua Soccer, Agile Warrior, Alien Trilogy, Assault Rigs, Cyberia, D, Destruction Derby, Descent, Impact Racing, GEX, Krazy Ivan, NBA Zone, Offensive, Raw Pursuit, Rise 2, Street Fighter Alpha, Starfighter 3000, Viper,

All at £35.99

UK Saturn...£274.99 (No games)
UK PSX...£269.99 (No games)

+ 100's more...ALL at rock bottom prices. Call if you don't see what you want, or send an SAE for our latest catalogue, Please state which machine(s) you own and quote 'CVG4'. We sell games for MOST systems (Mega/Snes/3DO/etc.)!!

The Game Addicts Company

Units 4&5, Trade Places, 325 Bury Rd, Bolton. BL2 6BB
For New Games call: 01204 708780 - 1:00pm - 7:00pm Mon-Sat
For Used Games call: 01204 401170 - 9am - 5:00pm Mon-Sat

We're NOT just mail order - why not come to the shop?
Lots of Used games for sale & hire. New games are not stocked buy they can be ordered at the shop for later collection

NOW DIRECTLY FROM ORIGIN

EXPORT FROM FAR EAST AND USA
ALL KINDS OF CONSOLES, VIDEO GAMES
AND ACCESSORIES

GOODS DELIVERED IN 72 HOURS

FOR WHOLESALER OR RETAILER

VISA INTERNATIONAL LTD
7TH FLOOR, PRINTING HOUSE,
NO. 6 DUDDELL STREET
CENTRAL, HONG KONG
TEL 00852 - 23951727 / 23951797
FAX 00852 - 23951797

It's the Williams Museum ship heading for Earth!

95% COMPLETE

PlayStation

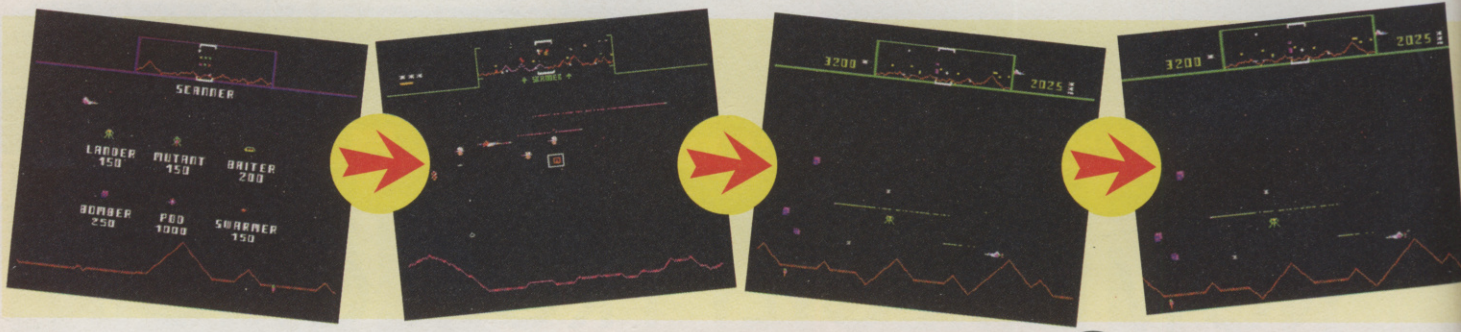
COMPILATION | BY GT INTERACTIVE | JUNE '96 RELEASE | VARIOUS PLAYERS

- ANCIENT ARCADE VERSIONS AT YOUR PIER.
- PC VERSION AVAILABLE
- STORAGE - 1 CD
- RELEASED BY GT INTERACTIVE TEL: 0171 258 3791

WILLIAMS ARCADE CLASSICS

Hot on Namco's heels, GT use their Williams connections to take us back to the halcyon days of four-colour sprites!

Of all the titles in video game history to be honoured with the word 'classic', *Defender* is probably one of the more deserving. Way back in 1983, Williams blew away the cobwebs gathering around the countless *Space Invaders* and *Galaxian* clones littering the nation's arcades with a game that dropped the player on to a planet under attack – where mutated aliens were kidnapping humans to add them to their forces. Yes, *Defender* was a true classic, and its mixture of fast shooting action, weird aliens, and hyperspace button won it instant acclaim.

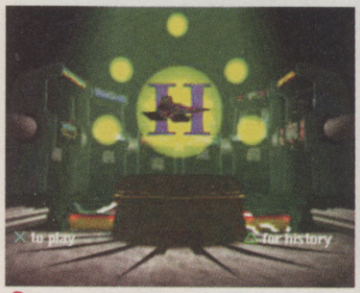


Now, some thirteen years after its initial release, GT have unleashed an arcade perfect conversion of *Defender* for the PlayStation — and the Eugene Jarvis classic is joined by its sequel, and perfect copies of *Joust, Robotron, Bubbles,* and *Sinistar.* Most of the sextet will be familiar to aging arcade-goers, but for the whippersnappers amongst you the likes of *Joust* (where the player rides an Ostrich around a single-screen play area attempting to bump off similarly-mounted CPU players) and *Sinistar* (bomb-collection followed by a chase from one of the first ever end-of-level bosses) were to shape the path of today's games.

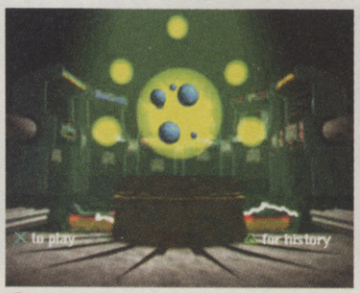
LOOK, MA, I'M ON TELLY...

Arcade Classics has been suitably updated to warrant its PlayStation release. A rendered intro sees the player drawn towards a space station bearing the Williams logo. Once inside, the D-pad is used to select which of the six games to play, and on selection the game is revealed in its entirety – even down to the intro screens and clumsy logos. Alternatively, players may wallow in a bit of FMV nostalgia, as the aging programmers of the included classics detail how their games came into being.

Yeh, I read Computer Cabin.



The options screen. It's like a time-portal to another dimension.



Well, it's some fancy graphics tagged onto a load of old games.

But that loveable old clown, Dave Kelsall, loves 'em.

CONTINUE !?!

Perhaps a cooler choice than the two Namco compilations, *Williams Arcade Classics* is still let down by a couple of inclusions. While *Defender, Sinistar* and *Robotron* are as playable as ever, and *Joust* rates as one of the most playable games ever – *Defender II* and *Bubbles* are looking tired and repetitive by comparison. *Defender II* is particularly weak as it adds little to the first game and is thus rendundant. Still, we're greatly looking forward to this one. Hopefully the finished bundle should be with us in time for review next month.

YOU COULD SHOP ELSEWHERE ... BUT THAT'D SUCK.

BUY — We've got stacks of titles, both New and 2nd hand, across a wide range of formats. And they're all CHEAP!

sell — Sell your unwanted games and goodies for CASH! Decent rates and instant sales.

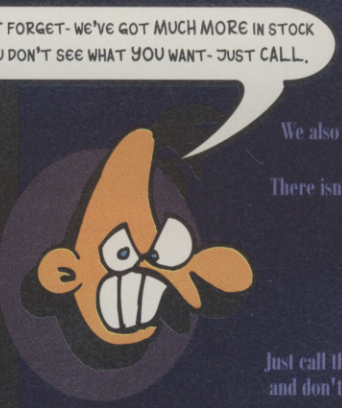
Partex — Part-exchange what you've GOT towards what you WANT! Massive savings on NEW GAMES!!!

PLAYSTATION
Streetfighter Zero £79.99
Road Rash £57.99
Biohazard £79.99
Darkstalkers £79.99
Toshinden 2 £69.99
Ridge Racer Revolution £72.99
Revolution X £49.99
Descent £59.99
Two Tenkaku £69.99
NBA In The Zone £57.99

SATURN
Saturn UK Machine £298.99 (with free universal adaptor)
X-Men £64.99
Streetfighter Zero £51.99
Wan Gan Racing £64.99
Darkstalkers Revenge £69.99
Virtua Fighter 2 £39.99
Toshinden S £51.99
Guardian Heroes £69.99

PC CD-ROM
Duke Nukem 3D £34.99
The Dig £32.99
Wing Commander IV £34.99
F1 Grand Prix 2 £34.99
Dungeon Keeper £34.99
Warcraft 2 £34.99
Civilisation 2 £34.99
This Means War! £34.99
Gabriel Knight 2 £34.99

3DO
Doom £34.99
Star Fighter £39.99
Battlesport £37.99
Phoenix 3 £37.99
Shockwave 2 £41.99
PGA Tour '96 £39.99
"D" £39.99
Foes of Ali £39.99
Captain Quazar £39.99
NHL '96 £39.99



Access
SWITCH
MasterCard
VISA

Want to order any of the above games?

Want to find out how much your old games are worth in exchange?

Want to see if anything NEW has arrived since this advert was printed?

No problem. Just call our Mail Order department on 0171 636 2666 (ask for "Mail Order"). Lines are open 10am-7pm Monday to Saturday. If you have a credit card, you can order the goods there and then- they'll be despatched the same day*.

2nd Hand BARGAINS

We also have a massive stock of 2nd-hand bargains, across a wide range of systems.

There isn't room to print a full price list- but here's a few examples:

3DO Systems from £125!

SNES & Megadrive games from £5!

PC games from £8!

Playstation & Saturn games from £25!

Just call the mail order department TODAY to find out what's in stock- and don't forget, you can always TRADE your old games and systems towards the items you want!

Branch addresses & phone numbers...

Central London:
32 Rathbone Place
London W1P 1AD
(0171) 636 2666

Harrow:
282 Station Road
Harrow, Middx HA1 2EA
(0181) 427 5800

Website:
http://www.cex.co.uk/cex/
e-mail:
enquiries@cex.co.uk

Marina's PRICE PROMISE
If you see ANY of these games advertised elsewhere in this magazine at a lower price, simply call the Mail Order hotline and ask for Simon. He'll move mountains to bring you the same game- at a cheaper price!

MAIL ORDER HOTLINE 0171 636 2666
ask for "Mail Order"

All prices and offers subject to change without notice & subject to availability. Prices correct at press time, E&OE. All trademarks remain the copyright of their respective owners. I.D. required from sellers of stock. This ad= d:\images\latest\EDGE.CDR

100% COMPLETE

PlayStation

HORROR FEST | BY CAPCOM | JULY RELEASE | 1 PLAYER

- AVAILABLE NOW IN THE US AND JAPAN
- PC CD VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY - VIRGIN TEL: 0171 368 2255

RESIDENT EVIL

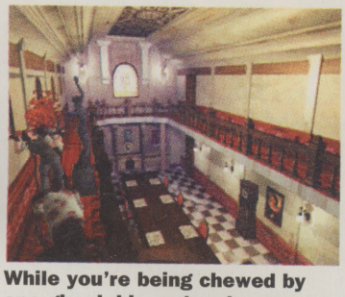
We still cannot believe the quality of this game! Now scheduled for a July release date, *Resident Evil* is now 100% complete which allows us to explain some of the finer details. Everything is awesome.

Recently released in Japan, where it is known as *Bio Hazard*, *Resident Evil* has already proved its worth: Full marks from the weekly magazine Famicom Tsushin, and massive coverage across the board. The last version we had was incomplete, though it highlighted the undisputable quality of graphics, and superb sounds. With the finished version in our grasp we have finally experienced the intense gameplay. And we've been screaming ever since! Sadly there's still no news of a Saturn conversion, but everybody ought to take time looking over these pages.

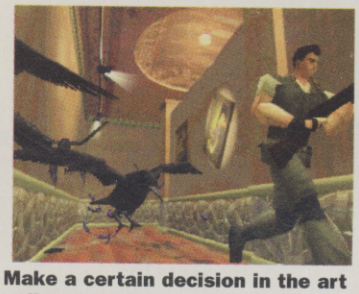
STOMACH CONTENT

While the intellectual content has obviously increased, this hasn't stopped Capcom from heating up the action. Zombies now patrol in gangs: Get bitten by one, and it's likely his mates are queuing up for lunch too! They don't give in so easily either. After being floored by five bullets, most get right back up again after a few seconds. Seems the only way to make sure they don't come back is to remove their heads! The undead Dobermans perform new tricks too, shaking their victims about by the neck like rag dolls.

All-new zombie antics include spewing green slime all over their prey. It's probably acidic bile or something worse.



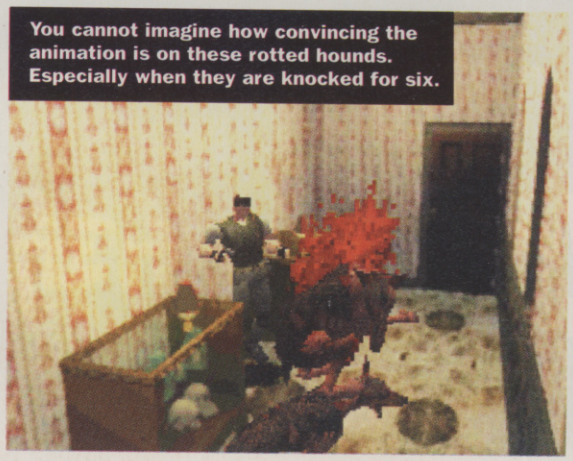
While you're being chewed by one ghoul, his mate who you just shot in the guts decides he hasn't had enough yet!



Make a certain decision in the art gallery, and these ravens take flight and give chase. One shotgun blast kills three at once.

Only way to be sure is to make such a mess of these fiends that they absolutely cannot function. Gets messy though.

You cannot imagine how convincing the animation is on these rotted hounds. Especially when they are knocked for six.



BOX OF TRICKS

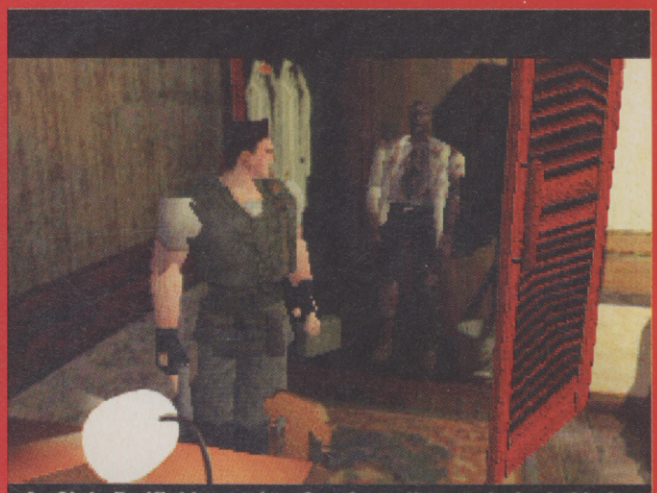
With so many key items in use at one time throughout *RE*, it helps that there are storage boxes found in key locations. Characters may only carry so much at a time, so the skill is to decide which are the most important at any one time. As this isn't your average mansion, we don't ask why an item placed in a box at one part of the house magically appears in a room at the opposite end.

Exchange any item for one in the box.

CUT SEQUENCES

Final touches also include many heart rending 'cinematics' – guaranteed to have players jumping out of your skin with fright!

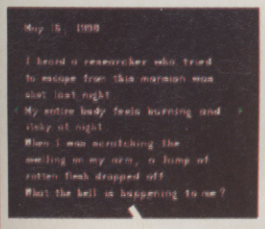
Here Jill runs to Barry for help, and is pursued by a you know what. Ever the hero, Barry aims his automatic at the thing's skull.



As Chris Redfield searches for clues, the wardrobe behind him opens and a... and a... and... and... Waaaaaargh! Wh...

I WANT MORE BRAIN

Immediately apparent is the amount of thinking that is required to progress. Most of the doors are locked to begin with, urging players to explore the mansion in manageable sections as opposed to getting lost too soon. Think of *Resident Evil* as a vast puzzle waiting to be solved, as opposed to the clear-cut action game you might have supposed from reading last month's issue.

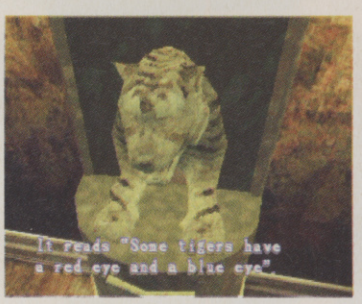


You can 'file' the contents of discarded books for reference later. The information is helpful and often darkly humorous!

If only this numeric keypad weren't at the dead end of a passage, occupied by zombies. We didn't know the code!

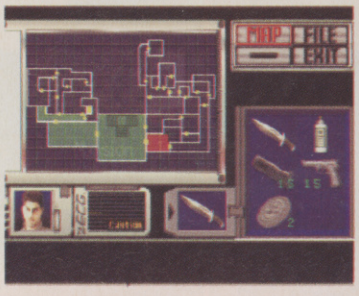
One of the first conundrums allows players to record their progress. Find the ribbon and take it to the nearest typewriter.

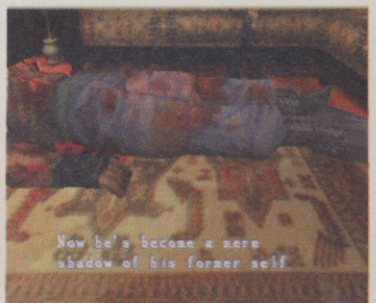
This magnificent Tiger's Head statue requires some expensive eyeballs. Filling the sockets persuades it to yield other treasures.



An advanced kind of puzzle revolves around obtaining a crucial Mansion Key. Poison this man-eating plant and its yours!

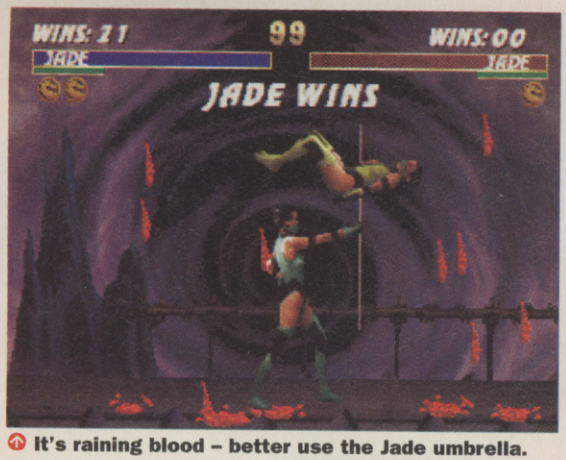
One item held by a statue has changed since the last version. It's now a map to the whole of the first floor. But how to reach it?





SUMMERTIME BLUES

Can you believe we still have until July to wait for *Resident Evil* in the UK! Still, we shouldn't complain too much if Capcom are taking as much care over the 50Hz conversion as they did with *Street Fighter Alpha*. Hopefully, by the time *RE* is released, the speed and picture size will be the best possible for our systems. More *Resident Evil* tales soon.



It's raining blood – better use the Jade umbrella.

95% COMPLETE
SEGA SATURN

FIGHTING | BY EUROCOM | MAY '96 RELEASE | 1-8 PLAYERS

- 3DO AND N64 VERSIONS PLANNED
- ARCADE VERSION AVAILABLE
- STORAGE - 1 CD
- RELEASED BY GT INTERACTIVE
- TEL: 0171 258 3791

ULTIMATE MORTAL KOMBAT

The ultimate *Mortal Kombat* tournament is about to begin. Grand Master CVG will prepare you with this pre-fight warm-up.

The game's still fresh in the arcades, so there are still loads of things to be discovered in it. Saturn owners soon can save themselves from the hassle of carrying buckets of change to the arcade whenever they want to have a go. The best conversion of a *Mortal Kombat* game yet is imminent. Start the countdown...

Scorpion's curry breath is a boring way to win.

ULTIMATE COMBO POTENTIAL

As we've said before, the combo system is improved yet again for *Ultimate MK3*. Not only have the easy combos been weakened, and the trickier ones strengthened, but extra hits are gained by tagging a jumping punch onto the start of any basic combo. This example shows one of Reptile's 3-hit uppercut combos turned into a 4-hit with the extra punch.

There is much more to come in our awesome guide.

Reptile's head has to get this big to fit his opponent's whole body in his mouth. Yum!

Kitana lops off her evil clone's head with one of her deadly fans.

INTO THE OUTWORLD

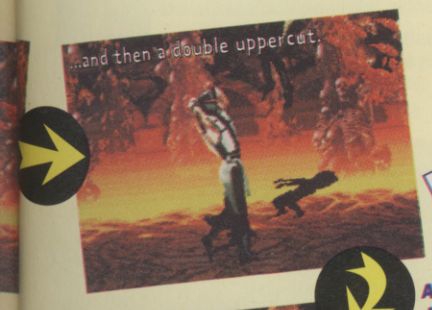
There are a few new fighting arenas in which to do battle, and here they all are:

RIVER KOMBAT
The Kombatants fight it out in the ruined city again, only this time they're down by the river.

SCORPION'S LAIR
Scorpion fights in a hellish cavern full of dead bodies and lava. It's possible to knock people through the roof and backward into the pool.

SHAO KAHN'S KAVERN
This is located directly above Scorpion's Lair. The fights take place in front of Kahn's throne, on the *MK* dragon.

DESERT
Cyrax is still trapped in the sand after he went haywire at the end of *MK3*.



Alternatively, drop the jumping punch at the start and follow the first 4 hits up like this, for 8 hits and 28% damage.

Reptile can turn into Tom Cox.

Animalities are the best way to win.

TOTALLY KRAZY NEW KODES!

Some of the new Vs screen codes are useful and interesting, while others are just plain mad. One, for example, brings up the message "Throw Encourager" when it's entered, but rather than affecting the way that throws work, it just comes out with phrases like "Yes!" and "Excellent!" whenever you perform a throw! Mad!

At the bottom of the screen is the message "Silent Kombat". It simply turns the sound off. Though it seems useless, it's great if you can't reach your TV.

This is where the codes have to be entered. Three buttons on the first controller and three on the other are used to change the symbols. This code gives you...

Throw Encourager! Yep, what's possibly the most useless code in the world just congratulates you whenever you throw someone, like here.

OLD FAVOURITES REBORN!

The 8.48 Thameslink to Farringdon. Late as usual.

KITANA

Fan Throw
The razor-edged fans can be thrown in the air or on the ground, and used to catch juggled opponents.

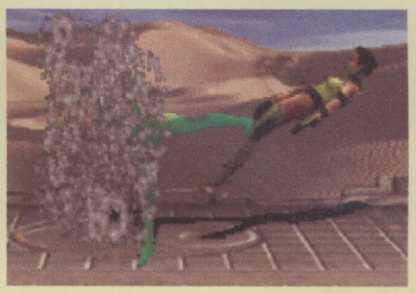
Fan Lift
A vacuum is created with the fans to hold people in the air. It's an excellent move for starting juggle combos.

Flying Punch
Kitana flies across the top of the screen with her arm outstretched to stop anyone in the air.

JADE

Blade Throw
Jade can throw her blades in one of three directions, meaning that airborne fighters can be taken out from the ground.

Invincible Flash
As in MK2, Jade can make projectiles fly through her. Use just before running toward an opponent to avoid getting hit.



Shadow Kick
This extra-fast dashing kick is excellent for an easy bonus hit on juggled enemies.

SCORPION

Harpoon
Scorpion can harpoon opponents in the neck and drag them in close, ready to start a combo.

Teleport Punch
He can also teleport across the screen, to reappear with a punch. This is used to catch people in the air twice.

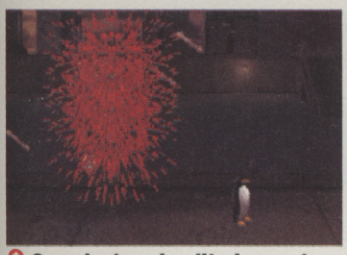
Air Throw
The mid-air throw is performed with the Block button, so Scorpion is vulnerable if he misses his opponent.

REPTILE

Acid Spit
Reptile pulls his mask down to spit acid in the face of his opponent. It's faster than before and can be used to juggle people.

Slide
The standard ninja slide is excellent for catching falling opponents at the last second for an extra hit.

Dashing Elbow
Reptile runs behind his opponent and elbows them in the back. The move isn't much use – it's just funny.



Scorpion's animality is most strange. An exploding egg indeed!

This is better. Scorpion's undead clones kick in the enemy.

Babalities aren't as impressive now that there are Animalities.

Aiee! Kitana's bubbles contain poison. Oh alright, they don't.

MILEENA

Sai Fireball
The fireball from Mileena's Sai can be launched in the air as well as on the ground, but it takes a second to charge up.

Ground Roll
Mileena rolls along the floor and trips up opponents. This can catch jumping enemies if it's timed just right.

Teleport Kick
By dropping off the bottom of the screen, Mileena can reappear at the top and drop onto an opponent's head with her foot outstretched.

ERMAC

Fireball
Ermac's fireball is fast and big, and it can be used to keep people in the air if it's timed right.

Teleport Punch
Ermac disappears in a puff of flame and reappears on the other side of the screen, just like Scorpion does.

Slam
By raising his arm, opponents float into the air before slamming onto the floor. It's excellent for starting juggle combos.

CLASSIC SUB ZERO

Freeze
Exactly the same as before: Sub Zero fires ice from his hands to freeze his opponent solid for a few seconds.

Floor Freeze
Mr Zee lays down a puddle of ice on the floor, and anyone walking on it slips around, leaving them vulnerable to attack.

Slide
Sub Zero's ninja slide is the same as Reptile's, and is one of a few moves which can get an extra hit after an uppercut.

Invisibility
Becoming invisible is useless against the computer but is excellent for annoying your friends. All of his moves can be performed while invisible.

These spikes are in the basement of Shao Kahn's tower.

NEXT MONTH...

We review the finished version of Saturn *Ultimate Mortal Kombat 3*, as well as featuring the much-delayed 3DO version (hopefully). As well as this, we'll be continuing the best guide to *Ultimate MK3* you'll ever see. Anywhere.

SEGA SATURN

PC CD ROM

PlayStation

First fully-3D NHL ice hockey game!

COMING SOON

The 3D ref drops the 3D puck for the 3D face-off.

95% COMPLETE

SEGA SATURN | SPORT | BY VIRGIN

PC CD ROM | PlayStation | MAY / JUNE | 1-6 PLAYERS

- NO OTHER VERSIONS PLANNED
- NO OTHER VERSIONS AVAILABLE
- STORAGE - 1 CD
- RELEASED BY VIRGIN
TEL: 0171 368 2255

POWERPLAY HOCKEY

Virgin's new and incredible 3D motion-captured hockey game could well become the definitive 32-bit hockey game. It's certainly looking very impressive!

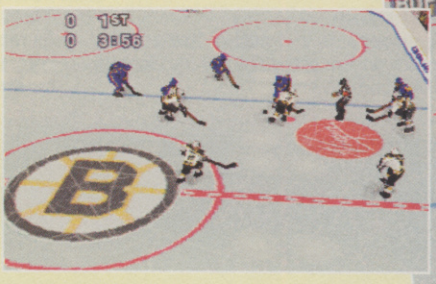
Though the actual NHL isn't particularly popular outside of the USA and Canada, the licensed video game versions have always done well. EA dominate the area at the moment, but Virgin's new game looks set to change this. Their latest game boasts up-to-date statistics from all of the official NHL teams, as well as some of the most advanced artificial intelligence yet seen in a sports game.

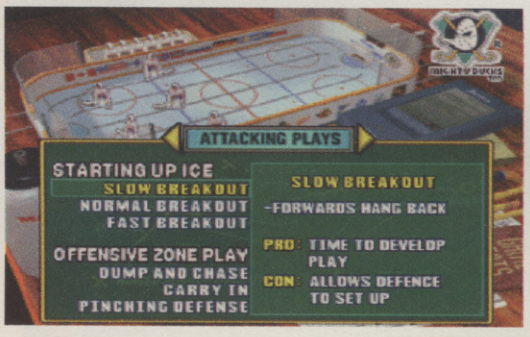
A slapshot's in order here.

Mass bundles like this are the best bit about hockey.

TOTAL 3D!

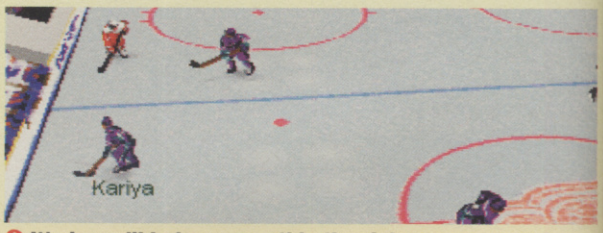
The most impressive thing about *Powerplay Hockey* is how smoothly the game moves, and this is made even more impressive by the fact that everything is totally 3D. This includes all of the players, something that hasn't been done before, as well as the goals and things. The players also move in an amazingly realistic way, and this is down to the motion capture. It all looks rather gorgeous.





MULTIPLE MODES

Just playing loads of unrelated hockey matches would be pointless, right? Right. *Powerplay Hockey* gives players five different game modes, including full seasons and playoffs. As well as this, it's possible to edit all of the team line-ups and adjust their tactics, making for a more in-depth game than some others available.



It's incredible how smoothly the rink moves around.

TIME OUT!

Next month we'll hopefully be reviewing *Powerplay Hockey*, and finding out for sure if it really is as good as it looks. You know what? It may just be.

OI! WATCH IT!

The instant replay feature is particularly impressive in *Powerplay Hockey*, even at this early stage. It's possible to zoom in and out of the game, as well as fly anywhere inside the massive arena – something which was possible in Sega's *NHL All-Stars*. Unlike Sega's game, the players are 3D rather than sprites, meaning that the action looks realistic from any angle.

You can fly really high up...

You can spin the view...

You can watch any player.

PLAY HARD

WITH A VENGENCE

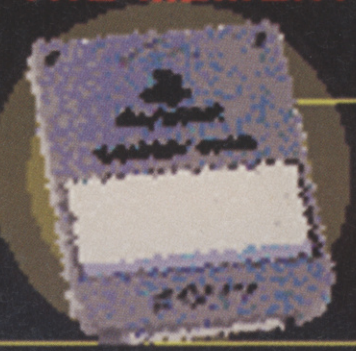
EXCLUSIVE REPORT

ON FOX'S EXPLOSIVE
MOVIE TIE-IN
DIE HARD TRILOGY!

PLUS

THANKS FOR THE MEMORY!

YES!
WE'RE GIVING AWAY
1000
PLAYSTATION
MEMORY CARDS
ABSOLUTELY
FREE!



PLAYSTATION PLUS

PLAYSTATION PLUS

ON SALE NOW!

35% COMPLETE

PC CD ROM

SHOOTING | BY ID | MAY RELEASE | 1-8 PLAYERS

- VERSIONS AVAILABLE NONE
- VERSION PLANNED N64, SATURN, PLAYSTATION
- STORAGE - 16MB
- RELEASED BY - GT INTERACTIVE TEL: 0171 258 3791

QUAKE

It's not an April fool! It's real, and it's absolutely incredible!

Last month's late – and slightly excited – news piece simply revealed that an early test version of *Quake* was available. This month we cover more of the features currently available, and tell you just how good this game's going to be. Firstly, those who know nothing about it should be told that it's a bit like *Doom*, only greatly improved – run around a 3D level with guns, shooting people and solving puzzles. Oh.

MULTI-PLAYER MASSACRE!

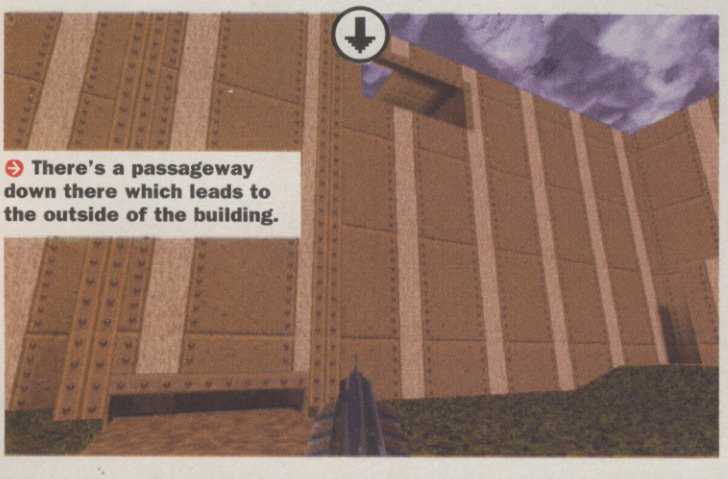
The deathmatch test maps are currently compatible with both serial cable and network cards, allowing up to eight players at a time! We've tested the game in both modes and it's fantastic. Eight player games can be played as an all-for-one free-for-all; or with any number of teams – four pairs, for example. One of the best ways to play is with two teams of four, as tactics become important as players have to look out for their team mates.

The other players can be turned into Boba Fett.

...or the Terminator! Get these patches now!

On either side of this walkway there's brown sludge. It's not just a floor texture, however.

Jump into it and you'll see that you can swim around. All of the graphics go wavy down here.



There's a passageway down there which leads to the outside of the building.

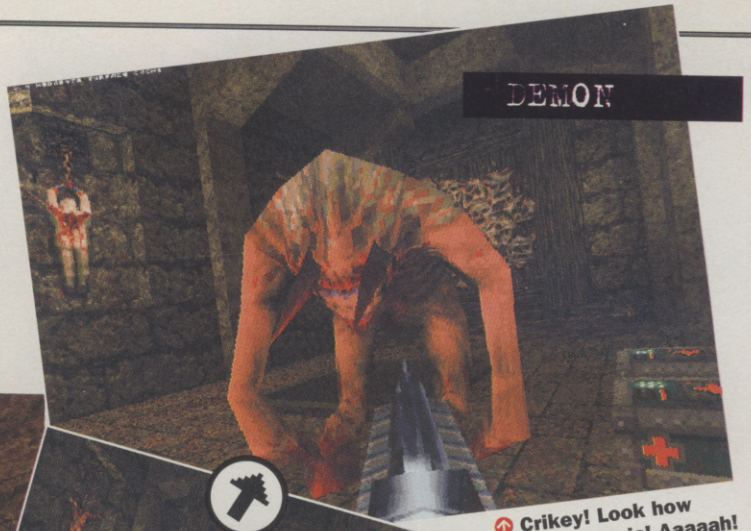
The levels look totally solid! This stone effect is very convincing. In fact, we reckon it's real stone! It's just incredible isn't it! Real stone!

WHAT'S IT GOING TO BE LIKE?

There's no doubt about it. *Quake* is going to be far more than another *Doom* game – it's already far more than *Doom*. The movement of the player is more realistic than any other 3D game, and everything about it shows the years of work that's gone into it. The whole social thing of networking PCs and exchanging levels and other patches is starting up already, and there's no doubt that this is going to top charts the world over. Get ready.

MONSTER MASH

Though this is a deathmatch test version, there are sections of code which include enemies. *Quake* fans have already managed to create patch files which replace items with monsters, among other things, and here are a few enemies to look forward to. At the moment, the enemy intelligence isn't at all finished, so characters have rather strange attack patterns. There are also patches which change characters into Boba Fett or the Terminator; or add sounds from *Samurai Shodown*, for example, and this is a good indication of how it will be possible to customise the finished version of *Quake*.



Crikey! Look how awesome he is! Aaaaah!

It doesn't look like a wizard, but it casts spells at you.

The demon throws himself at you!

We don't know his name but he sure is fat!

This room has got some amazing-looking stairs which climb right up into the rafters.

From the top looking down, you can get a real feeling of vertigo.

There are only small pieces of light shining through into this dark dungeon, but they make it look fantastic!

WHAT AM I LOOKING FOR?

The file you require is **"QTEST1.ZIP"**. Inspect "ftp.cdrom.com" and look for 'idgames' to get the levels and some patches, for example.

NEXT MONTH

START QUAKING!

Next month we'll have the shareware PC version of *Quake*, with all the monsters and items in place. You can count on us to give you the best coverage of what is bound to become a legend in the world of video games. Phwoar!

Dead meat. And some of it is your mates.

60% COMPLETE
SEGA SATURN

RPG | BY CLIMAX | AUTUMN '96 | 1 PLAYER

- NO OTHER VERSIONS PLANNED
- MEGADRIVE PREDECESSOR AVAILABLE
- STORAGE - 1 CD
- RELEASED BY SEGA
TEL: 0181 996 4620

DARK SAVIOR

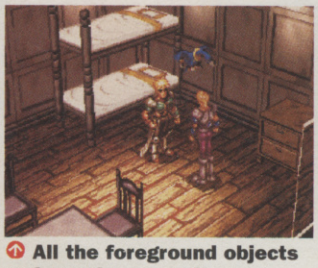
ダークセイヴァー

"Isometric free dee!" you cry. "That ain't real free dee." Yeh, well whadda you know anyhow? This game's got poliguns, mate.

Ask anyone what the best MegaDrive RPG is and without a moment's thought they'd reply, "*Shining Force!*". However, ask them what the best Megadrive RPG excluding *Shining Force* is, and after a moment's thought they'd reply, "Why that'd be *Landstalker.*" Which is exactly the answer we're looking for, because it brings us neatly to *Dark Saviour* – the Saturn sequel to *Landstalker.* Which, incidently, is also the work of the creator of *Shining Force.*

REAL 3D POLYGON BACKDROPS!

Isometrics, my boy! That's the key to *Dark Saviour.* The forced 3D perspective that was the trademark of *Landstalker* is once again a main feature of this Saturn sequel. However, unlike with the Megadrive classic, this game doesn't use flat backdrops cleverly drawn to look like 3D. All the scenery in *Dark Saviour* is made up of textured polygons to create a genuine 3D environment.

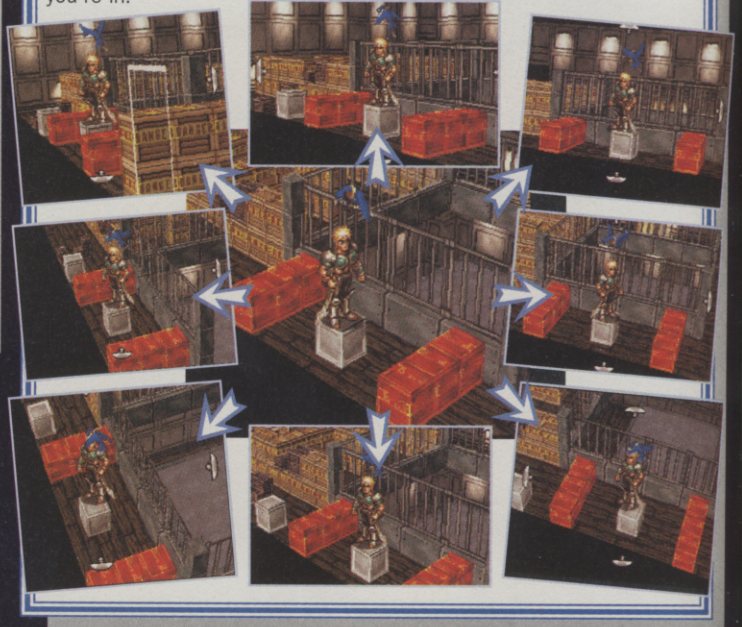


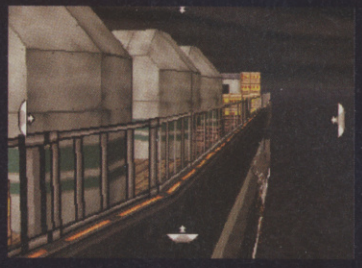
All the foreground objects and people are sprites, so the game retains a cartoony RPG look.

It might look very similar to *Landstalker*, but you have to see the scenery moving to appreciate the depth of the 3D.

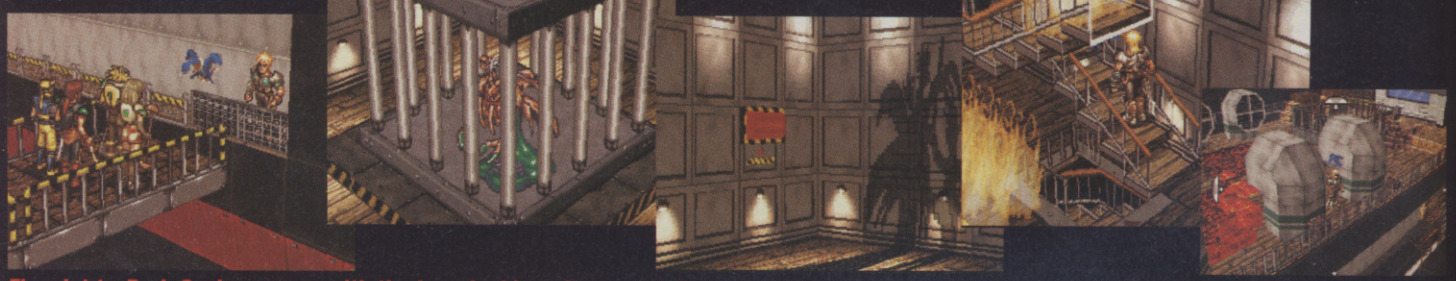
SPIN THE VIEW TO HELP YOU!

Why use polygons to create isometric scenery? Cos the Saturn can, that's why! But there's also another reason. One irritating symptom of the unusual perspective (and *Landstalker* suffered from it) is that it's so flinkin' hard to work out where everything is. Thanks to its genuine 3D scenery though, the view in *Dark Saviour* can be panned around to some degree, allowing you to get a better angle on the more tricky manoeuvres. You can even zoom right back to view the whole room you're in!

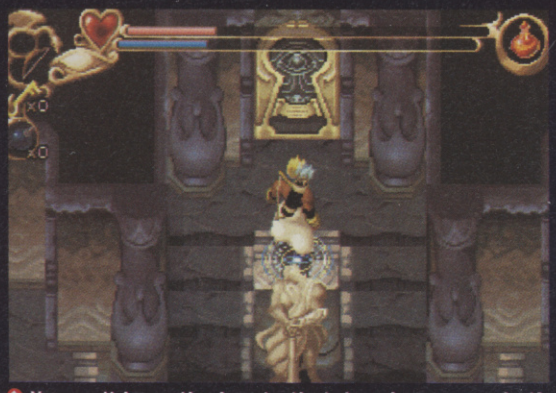




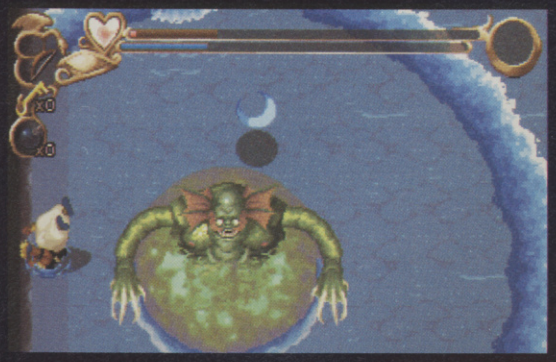
Now there's a big 3D object for you. A whole ship!



The plot to *Dark Saviour* opens with the hero looking after a caged monster during an ocean crossing. However, the monster escapes and sets the ship on fire, forcing you to find a way off before it sinks. This first ship level is the only part of the game we've explored, however it's a good demonstration of *Dark Saviour's* 3D environments. Go up on deck and you can look right down the length of the ship!



You can't keep the key to that door in your pocket!



80% COMPLETE

SEGA SATURN™

RPG | BY ANCIENT | MAY '96 RELEASE | 1 PLAYER

- NO OTHER VERSIONS PLANNED
- MEGADRIVE PREDECESSOR AVAILABLE
- STORAGE - 1 CD
- RELEASED BY SEGA
- TEL: 0181 996 4020

LEGEND OF THOR

"Two dee overhead purspektif?" you say. "That ain't free dee!" And you're right. It's classic 2D!

Ask anyone what the best MegaDrive RPG is, excluding *Shining Force* and *Landstalker*, and after some lengthy consideration they might say "*Shining Force 2*" or "*Soleil*". Or maybe "*Shining In The Darkness*", but then they'd be mad. Then again they might say "*Story Of Thor*", which wouldn't be an altogether bad choice, because it was a mightily impressive action-based adventure game. And now the Saturn is getting the sequel to what is possibly the third best MegaDrive game. Or the fourth.

AN RPG WITH FIGHTING FLAVOUR!

MegaDrive *Thor* broke from the RPG mould somewhat by putting a lot more emphasise on the fighting. In fact, the combat had more than a little of the *Streets Of Rage* flavour with its punching, kicking, somersault slashing action. The sequel promises more of the same hard-hitting gameplay, as you roam the land, beating up every human and creature in sight. And occasionally talking to them.

MUSIC FROM MAESTRO – YUZO KOSHIRO!

Yuzo Koshiro. What ever happened to him? The man behind the awesome tunes to the *Streets Of Rage* series, MegaDrive *Shinobis* and *Story Of Thor*? Well, he's back doing the sounds for *Legend Of Thor*. Part of the reason *Story Of Thor* had such a *Streets Of Rage* feel, was because Koshiro used many of the same sounds in both games. *Legend Of Thor* promises all-new sound effects together with some majestic CD tunes to accompany the action. Although from the early version of the game we've played, the music was perhaps too majestic. You feel you should be battling six-armed goddesses when you're just casually wandering through the village.

A QUEST FOR ELEMENTAL POWERS!

The plot to *Legend Of Thor* is still something of a mystery. But as with its Megadrive predecessor, the aim is once again to search for elemental spirits (water, fire and so on) who aid you throughout the quest. With the Saturn's power behind it, some of the graphical effects of these spirits could be potentially stunning, however at the moment the game's graphics seem remarkably ordinary. MegaDrivey even.

This is where you encounter the first of the elementals - Dit, the youer Spirit. She tells him of her powers, but as it's still in Japanese, it's incomprehensible.

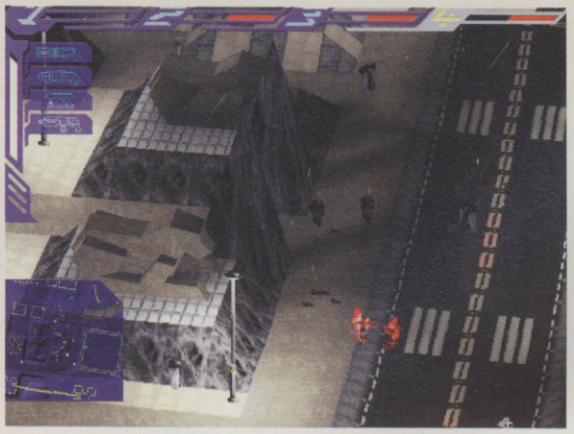
As with the first game, once near any water, you can call upon the Water Spirit.

The Spirit follows you wherever you go, as long as you still have elemental energy left.

Each spirit can unleash an elemental attack. It also has a secondary power. Dit can heal the sick, and one of your first tasks is to revive the Chief's daughter.

NEXT MONTH

Expect to see more indepth previews of both these potentially brilliant Sega RPGs, with full reviews to follow in the upcoming months!

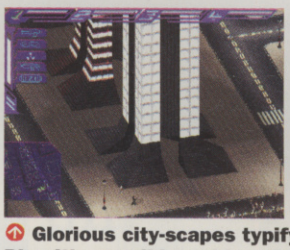


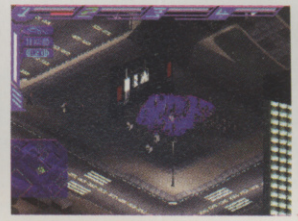
XX% COMPLETE
PC CD ROM
ESPIONAGE
BY BULLFROG
JUNE '96 RELEASE
1-2 PLAYERS
• SATURN VERSION PLANNED FOR SEPTEMBER
• STORAGE - 1 CD
• DISTRIBUTED BY ELECTRONIC ARTS
TEL: 01483 579399

SYNDICATE
THE CORPORATE WARS

Aliens. Cool! Heck, if Bullfrog can make developing a theme park work as a game, what on earth – or wherever – have they conceived with ETs as inspiration? Well it isn't pretty for the losers, as the all-time classic *Syndicate* spawns a technologically terrifying sequel. We're talking killing tools derived from experimental alien science – 24 of them – bringing untold death and destruction from London to the Moon! Mafioso style convention, pitching The Corporation, bikers, and Alien Cultists against each other – with your bad self in command of whichever group tickles your Mini Gun. Sound good so far? You don't know the half of it, buddy boy.

Cunning. Malevolent. Sharp. Dangerous. Cruel. If these words describe you, Bullfrog's 'tactical' otherworldly weapons orgy is right up your dark ally.





Glorious city-scapes typify the look of Syndicate Wars. Plus it's possible to blow them all to smithereens!

Advanced CG techniques have enabled developers Bullfrog to achieve stunning results.

Players can view the scenes from almost any distance, and any angle.

DROP DEAD BEAUTIFUL

We're currently going wild about the awesome prospect that is *Final Fantasy VII* on PlayStation, because of its graphical finesse and innovative gameplay prospects. Well it seems *Syndicate Wars* is to boast similar knock-out visuals, and likewise mechanics, as everything is created in real time 3D. Meaning that players can view scenes from any angle – rotating through 360°. Reasons to do so include reflective panels, plus Blade Runner style vid-verts displayed on the sides of buildings.

Light-sourcing helps to highlight the complex architecture, and create mood.

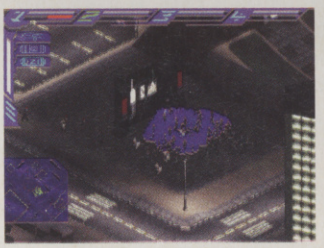
INTRO

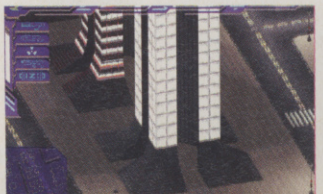
CELL DECIMATION

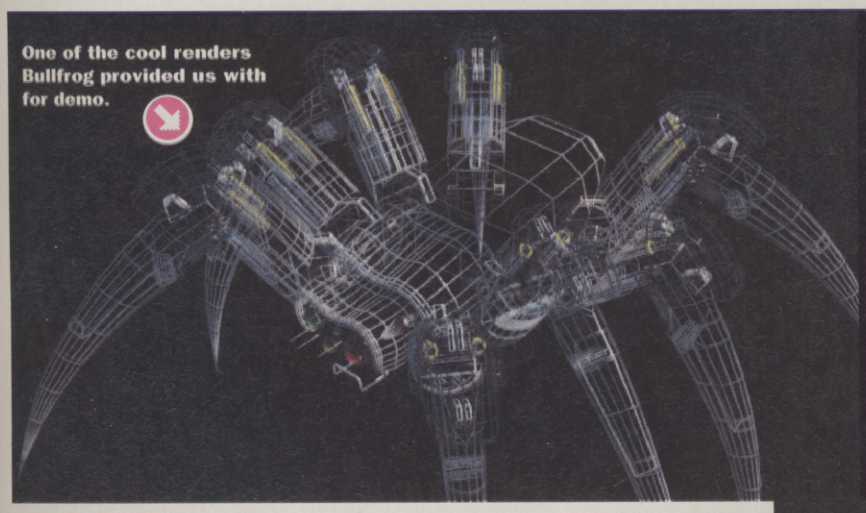
Weapons tactics are a key element to *Syndicate Wars*. As the game is set in the distant future all weapons are dependent on energy, as opposed to plain ammo – instead of reloading, you recharge 'em at Energy Consoles. *Syndicate* vets should be happy to learn that there's a whole new range of weaponry available. Most exciting of all being the Alien Tech stuff encountered the deeper into the missions you go. Like, how does a Soul Gun sound to you – stealing an opponent's energy then making it your own? Or the Quantum Devastator, which draws energy from nearby buildings (their power supply) and focuses it all into one big death ray!

ACTION FACTIONS

After the events that took place in *Syndicate*, The Corporation thrives while the world it controls deteriorates. Aside from malfunctioning Control Chips in peoples' heads – the plebs, not The Corp – the organisation takes a blow when its Otherworld Research Group breaks away to worship alien forces, after being sent to investigate artifacts found in Reykjavik. Calling themselves the Church of the New Epoch, the erstwhile ORG learns to adapt alien 'Codex' technology for use in weaponry. Soon after they begin to recruit new members in an attempt to overthrow the outdated syndicate-controlled, chip-in-head culture. Given this fractured state of affairs, *Syndicate Wars* gives players the choice to support either side, with a different scenario and ultimatum for each party.

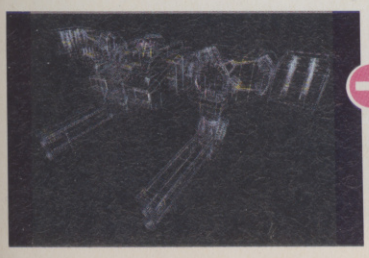


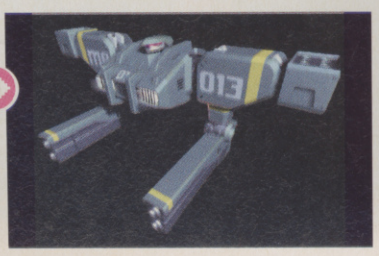




One of the cool renders Bullfrog provided us with for demo.

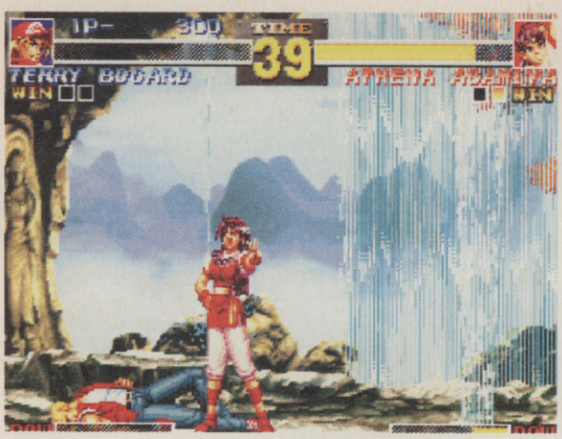
And here it is, the finished article. Just about ready to finish you!





DANGER: GENIUS AT WORK

Just two months to wait until *Syndicate Wars* break out. A good time to meditate on the fact that Bullfrog ALWAYS deliver class strategy games, and this one has all the drool stains of another shiver-inducing astonishment onslaught. More crucial detail next month.



100% COMPLETE

SEGA SATURN

FIGHTING | BY SNK | MAR RELEASE (JAP) | 1-2 PLAYERS

- PLAYSTATION VERSION PLANNED
- ARCADE VERSION AVAILABLE
- STORAGE - 1 CD + 16 MBIT CARTRIDGE
- RELEASED THROUGH SEGA TEL: LOCAL IMPORTER

THE KING OF Fighters 95

Reasons to own buy a Neo Geo are getting fewer, as a near arcade-perfect rendition of what many describe as the ultimate one-on-one beat 'em up – *King of Fighters '95* – is coming to Saturn.

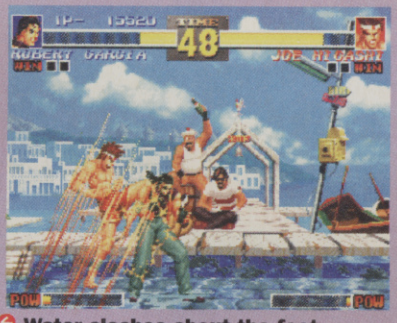
FIRST DUAL-ROM GAME FOR SEGA SATURN FROM SNK!

KoF is the top-end SNK product, coded by their best programmers and including characters from every one of their fighting games. This one includes combatants from the *Art of Fighting* games along with *Fatal Fury* characters and plenty of original characters too. A massive total of 24 fighters are included in the game, along with two playable bosses – the boss code from the Neo Geo version works perfectly in this new Saturn game – making for a fighting game with arguably the most depth yet seen.

THE FIRST SATURN CARTRIDGE GAME!

When SNK set out to convert *King of Fighters*, they wanted to do so with all the graphics from the arcade version included. Unfortunately, with more fighters and backdrops than Capcom's *SF Alpha* they realised that they couldn't fit the whole game into the Saturn's 2.5 megabyte memory. To remedy this SNK include a plug-in cartridge which holds all of the game's backdrops and some of its sounds. This two megabyte "Dual-ROM System" ups the price considerably, but the feeling is SNK fans are willing to pay extra for a superior quality conversion. However costly, the Saturn's cartridge port being used to extend the Saturn's power is a cool prospect.

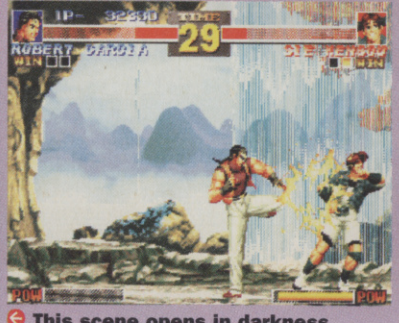
This fight's taking place in front of a Japanese Game Centre.



Water sloshes about the feet of the characters as they fight.

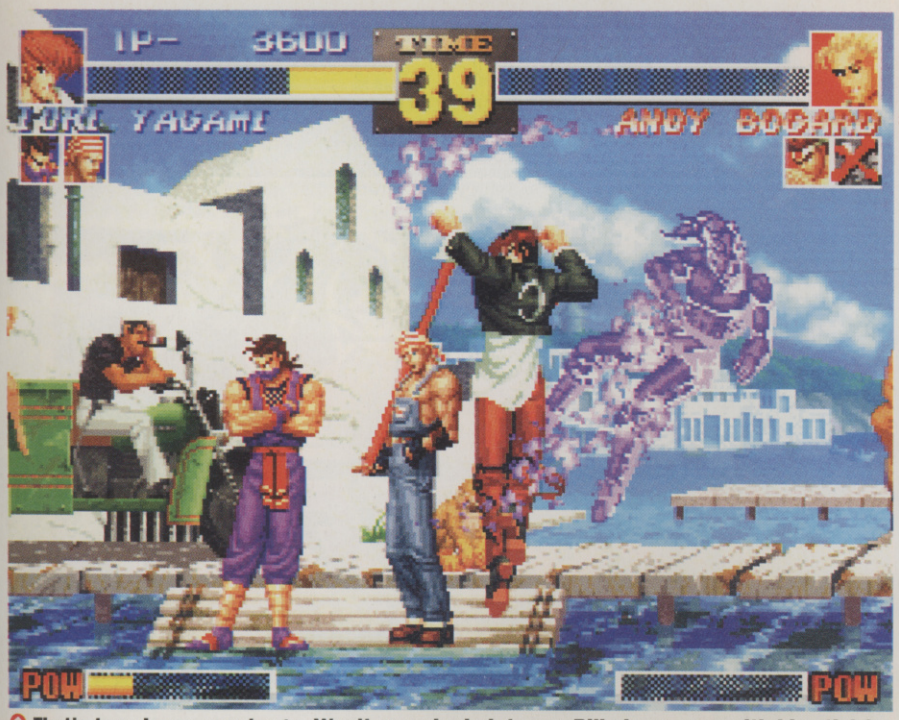
Below the bridge there lies the wreckage of a helicopter.

The tree here has been hit by lightning. That's why it's on fire.



This scene opens in darkness, with water droplets falling.

Steam billows beyond the ledge, and birds hop along the fence.



That's two down, one to go. Won't somebody let poor Billy have a go with his stick?

SNK STRIKE ON PLAYSTATION!

Though SNK are still developing primarily for the arcades and the Neo Geo CD, their plans for invading the home console market continue apace. Following the *KoF* Saturn conversion, Saturn can expect the frankly crap *World Heroes Perfect*, but also the far superior Fatal Fury 3 – both using the Dual-ROM cartridge system. PlayStation owners get *KoF '95*, plus a translation of *Real Bout Fatal Fury*. SNK have announced little else at the moment, but the PlayStation, which only has two megabytes internal memory, will benefit from a Dual-ROM system of some description.

REAL BOUT

GANG WARFARE

Of course, the big news with *KoF* has always been the team fighting set-up. Rather than just taking one fighter into battle, you take control of three who fight another team in a series of elimination style bouts. This makes the amount of variety in any one game increase dramatically – you don't just need to learn one fighter's moves, you need to learn three. Plus be ready to match the opponent's selection.

When one person fights, the victory screen looks like this.

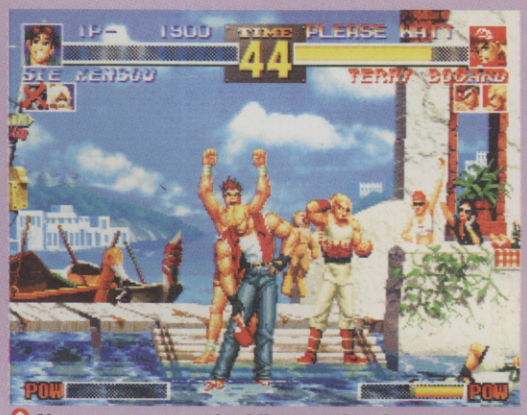
Compete as a team, and all three squeeze into the picture.

Things are looking hopeful for the blue team.

But no! It seems the reds are on fine form this time.

Gumph! It's almost too painful to watch. I want home.

King of Fighters '95 improves on its '94 incarnation by allowing you to create teams from any of the 26 characters. There are over 2,000 possible team variations!



You can see your buddies rooting for you in the background – and the opponent's back-up party ready to join in the party!

Fighters need to prepare for three different styles of play when challenging an opponent, in *KoF '95*'s team scenario.

SOON TO BE KING?

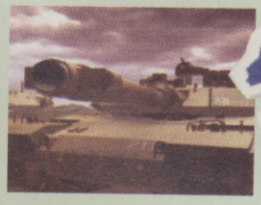
As you would expect, this Saturn version is near enough arcade-perfect, although SNK have had to include a plug-in cartridge to boost the Saturn's memory to match the Neo Geo's. We've put the game through its paces and can confirm that in terms of looks, sounds and playability, *King of Fighters* is nigh-on identical to the arcade and Neo Geo versions with only some extremely minor cosmetic differences.

The game is pencilled in for a March 28 release in Japan, and CVG will have the full review in time for next month's issue.

100% COMPLETE
SEGA SATURN™

ACTION | BY GAME ARTS
IMPORT (JAPAN) | 1 PLAYER

- NO OTHER VERSION PLANNED
- UK VERSION EXPECTED
- STORAGE - 1 CD
- PUBLISHED BY GAME ARTS IN JAPAN
- TEL: LOCAL IMPORTER



GUNGRIFFON
THE EURASIAN CONFLICT

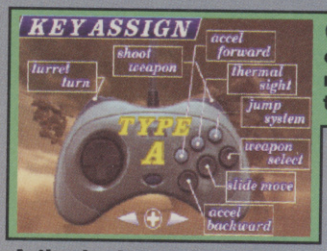
Boundary breaking *Silpheed* was the game everybody talked about on Mega-CD. Now those responsible, Game Arts, have turned their sights on Saturn!

How would you like the opportunity to pilot a kick-ass, tank busting, state-of-the-art war suit? Like, not view some piddly sprite which – sort of – looks like one. We mean to experience the sensation of driving the giant. Feel the ground shake too. Seem like a good idea? Well, short of strapping players into a military simulator, Game Arts' AWESOME *GunGriffon* offers you that chance. Let's suit up and discover what all this is about.

INGENIOUS SILPHEED CREATORS' FIRST SATURN GAME

BIG MAC AGAINST VS SMALL FRIES

It's the year 2015, and you are assigned to pilot a HIGH-MACS MDM Battle-Suit for the AWGS. For the uninitiated, HIGH-MACS is best described as a walking hybrid of tank and fighter plane. It's big, scary, and uses every button on the Saturn pad to manoeuvre:



As you can see it's pretty extensive! The Turret Turn command is used in conjunction with the direction pad, as is Slide Move.

Action is always viewed from inside the cockpit, from where pilots use the cross-hair to target enemies. The Gun and ATM signal when 'locked on'.

HIGH-MACS' ability to jump is used for reconnaissance, and crossing rough terrain. For instance here we are using it to see over some trees.

FILL YOUR BOOTS

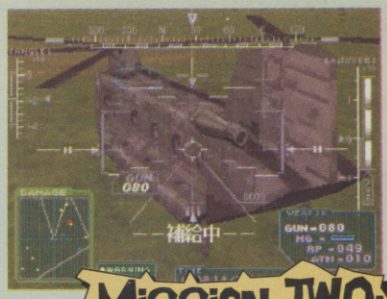
Fill your pants, more like! Rookies are encouraged to participate in training exercises before heading out on the first mission. Pilots are set a simple objective, and a time limit to achieve it. And, unlike most training sections in other games, these exercises really do help break you in.

Exercise One is designed to accustom pilots to directionals, and locking onto ground-based targets. All 'enemies' are stationary, and arranged in a crooked line.

Learn how to fight while airborne – as seen in the impressive intro sequence. Blasting helicopters, and vehicles on the move requires intelligent targeting skills.

THE REAL THING

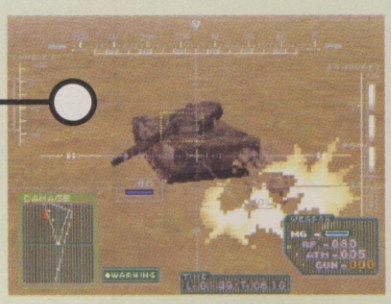
So to the tactical missions of *GunGriffon*. Initially there are just four displayed on the map – the ones detailed here – and they can be tackled in any order. A fifth mission is set once the others are cleared, requiring tactics learned from the previous outings. There are no Bosses to face at the close of each one, the aim is simply to destroy everything!



MISSION ONE:

Dandelion Seed
Location: Kharkov

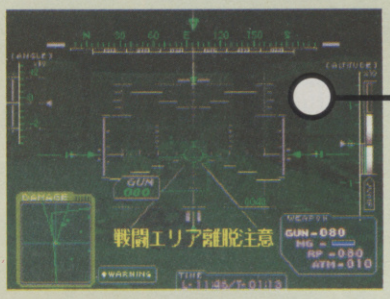
Take on the Pan European Union (PEU), and its soldiers wearing HIGH-MACS suits like yours. Jumping is required to take out helicopters, while tanks cause trouble underfoot. Enemy supply trucks are sitting ducks though!

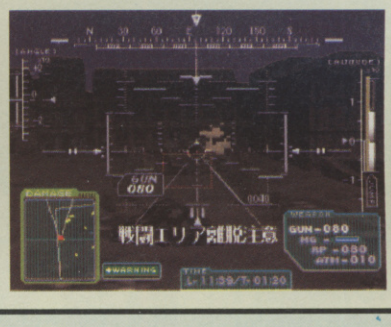


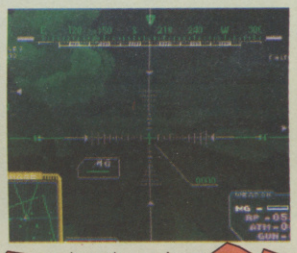
MISSION TWO:

Dark Servant
Location: Kiev

Night time folks, which requires Thermal Sight to negotiate. Play chicken by hopping onto the rooftops for safety from below – then get fried by the many helicopters that patrol the skies! Check out the spider-like HIGH-MACS!



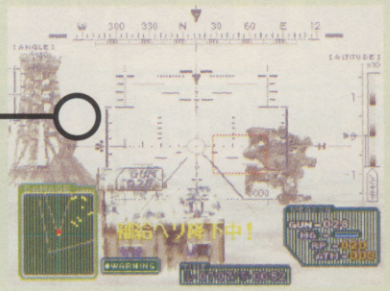


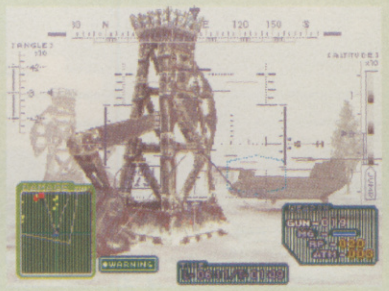


MISSION THREE:

Foxhunt
Location: Novosibirsk

Poor visibility caused by freezing mist. Your Thermal Sight is useless here. Luckily it seems the enemy supply copters are having similar problems, as they tend to land right in front of your HIGH-MAC. Dodgy radar reception puts you at risk.

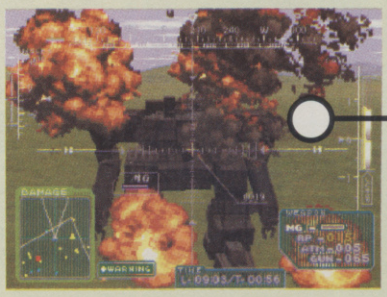




MISSION FOUR:

Bloodstorm
Location: Ulan Batol

All hell breaks loose! The Organisation of African Unity (OAU) use pitch black HIGH-MACS. They're supported by robust spider types, and plenty of air support. Weapons tactics – like when to use the appropriate arms – comes to the fore.

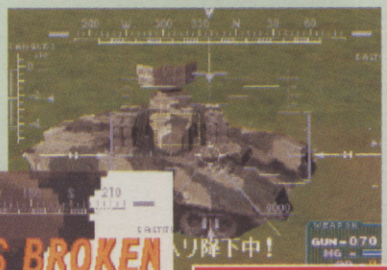


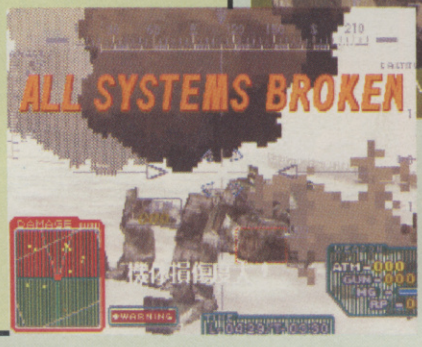
MIND-BLOWING EARTH-SHATTERING

To achieve the level of realism in *GunGriffon*, Game Arts have used a technique called TrueMotion®. Our guess is that this is some advanced form of motion capture, which the team have licensed from The Duck Corporation, to whom it is registered. Sonically *GunGriffon* is a marvel too, with explosions that shake the room and music that chills your blood – making your senses extra keen. The atmospheric vibes of Kiev (dark piano) and Novos (sub-zero synths) are pure class.

TRUEMOTION®

TrueMotion® is a registered trademark of The Duck Corporation





STEALTH MISSION

As yet *GunGriffon* is unsigned to a UK distributor. However Sega Europe is considering the possibility, which usually means they're taking a title on board. Meanwhile, we do recommend that import hunters stalk this one down. Plus there's more coverage next month no matter what.

Looks good, eh?

95% COMPLETE
SEGA SATURN
FIGHTING | BY CAPCOM
MAY '96 RELEASE | 1-2 PLAYERS
• NO OTHER VERSIONS PLANNED
• ARCADE VERSION AVAILABLE
• STORAGE - 1 CD
• RELEASED BY VIRGIN GAMES
TEL: 0171 368 2255

95% COMPLETE
PlayStation
FIGHTING | BY CAPCOM
JUNE '96 RELEASE | 1-2 PLAYERS
• 3DO AND N64 VERSIONS PLANNED
• ARCADE VERSION AVAILABLE
• STORAGE - 1 CD
• RELEASED BY VIRGIN GAMES
TEL: 0171 368 2255

This looks pretty ace too, eh?

You cannot kill what does not live! But you can beat it up in two rounds thanks to Capcom's next fighting game behemoths!

Last month we prised the lid off two of Capcom's hottest upcoming coin-op conversions. And what a festering canker of unholy creatures we unearthed! However, whilst our coverage of PlayStation *Darkstalkers* and Saturn *Vampire Hunter* may have given you a glimpse of the freakshow fighting games that lie within, we weren't able to fully warn you of the addictive insanity they are infected with. So, prepare now, for a more detailed autopsy.

Mad Monster M

The *Darkstalkers* games use Capcom's brilliant fighting game system born from the *Street Fighter* series. Not that you'd know it seeing the games in action, because these games feature some of the most ludicrous moves ever seen in a fighting game. Don't take our word for it, just look as we reveal to you... visions of utter madness!

DEMITRI MAXIMOFF

Darkstalkers own Count Dracula! Demitri is your standard Ryu/Ken fighter. He even has supernatural variations of the dragon punch, fireball and hurricane kick!

KEY:
ES An especial is a special move, super-charged by the energy from the special bar!
EX The horror version of the Super Special! Complex joypad commands unleash devastating attacks!

BISHAMON

This undead Samurai uses his sword to deadly effect. In fact, he actually cuts his opponents clean in half with certain moves. It's nothing permanent though.

Multiple images spell doom!

GALLON

A horror game just wouldn't be the same without a werewolf. Gallon's beastlike attacks bear close resemblance to those of Wolverine in X-Men!

Super shadows follow Gallon's claw attack!

FELICIA

This saucy catwoman has to be Capcom's naughtiest looking female character yet! Lots of rolling and scratching attacks, naturally.

She's got a cheeky scrapping ghosts ex-special!

VAMPIRE HUNTER

VAMPIRE The Night Warriors

are they the same game or what?

It seems some people are confused as to exactly what the differences between the PlayStation and Saturn games are. Mortals eh? Anyway, just to clarify the situation – the PlayStation game is THE ORIGINAL *Darkstalkers* coin-op. The Saturn game is THE SEQUEL – *Vampire Hunter* – a much-improved update of the game that Capcom built from original *Darkstalkers* arcade boards. If you want to know which version you're looking at on these pages, just look at the energy bars. Saturn *Vampire Hunter* has the Special Bar right under the Life Bar. Clear now? Okay, let's continue.

Like the logos? Well don't get too fond of them. These are the Japanese game names. Expect similar logos with the names Night Warriors and Darkstalkers respectively, for the UK versions.

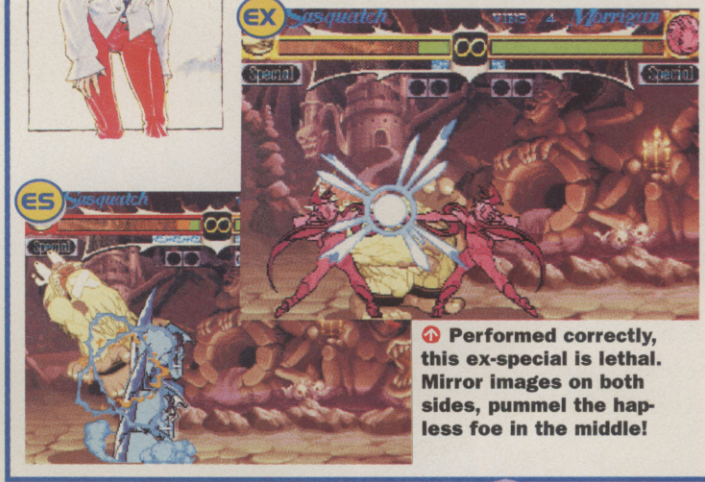
Moves!

VICTOR VON GERDENHEIM

Obviously the original character that Frankenstein's monster was based on. Almost all his moves can electrocute his opponent. And there's some brilliant cartoon giant fists and feet animation!

MORRIGAN AENSLAND

According to legend, a succubus seduces her prey and then sucks their souls from them. Not Morrigan though. She just fires bats at them and, would you believe, unleashes dragon-punches!



Performed correctly, this ex-special is lethal. Mirror images on both sides, pummel the hapless foe in the middle!

ZABEL ZAROCK

Surely based on Iron Maiden's famous Eddy T Head character, this British rock zombie is a hilarious character who uses his ribs like sharp teeth. And even plays basketball with his foe's head!

The elastic zombie version of the hurricane kick.

ANAKARIS

Possibly the maddest, most inventive fighting game character ever seen! Even his hard-kick is ridiculous – it turns him into a sarcophagus. His breath turns opponents into little creatures too!

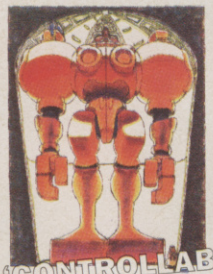
Ooh, mummy!

Supernatural combat from capcom!

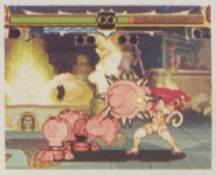
COMING SOON

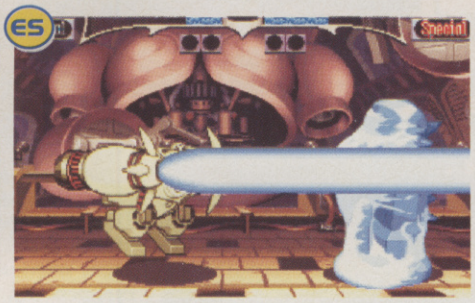
PHOBOS

Originally a boss from original Darkstalkers, this robot proves to be a devastating controllable character. Changing shape almost constantly, he turns into cannons, lasers and giant magnets!



'CONTROLLABLE ON SATURN ONLY!'

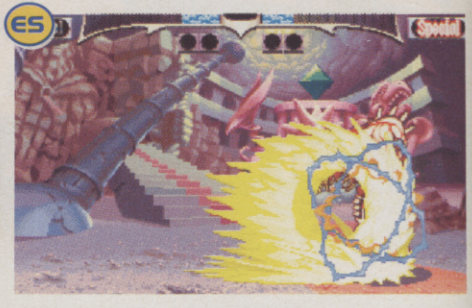




PYRON

A modern day horror character here, in the form of Darkstalkers' final boss – alien shape-shifter Pyron! Hardly any of his moves are recognisable as ordinary punches and kicks. Total madness!

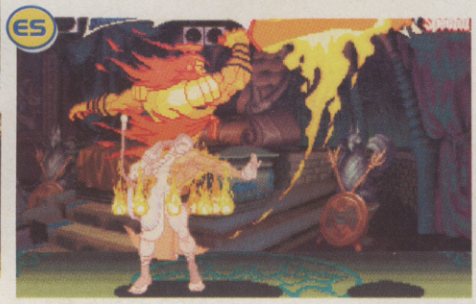
'CONTROLLABLE ON SATURN ONLY!'



DONOVAN BAINE

This man full of good spirits – a fire one, an electric one and an ice one, each of which can be summoned to devastating effect. His massive sword proves highly effective too!

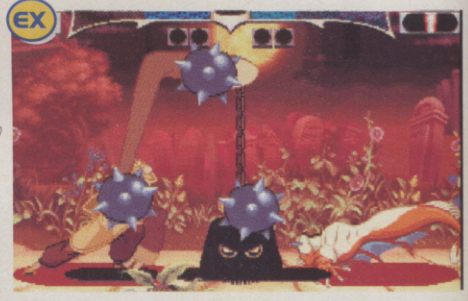
'SATURN-ONLY CHARACTERS!'



LEI LEI

Where does Lei Lei keep her armies? Under her sleevsies of course, together with knives, claws, giant blades, spiky balls and a huge gong! A brilliantly entertaining character to play!

'SATURN-ONLY CHARACTERS!'



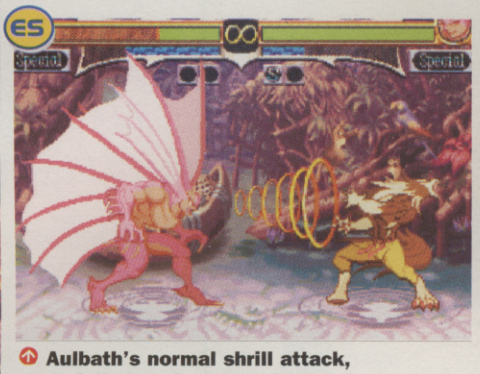
behind you!

Although *Vampire Hunter* uses the same PCB as *Darkstalkers*, there are certain differences in the graphics, most notably with the backdrops. As with Capcom's fetish of upgrading *Street Fighter 2*, they've subtley changed the coloration to the the *Darkstalkers* sequels backdrops. And included a few new ones into the bargain.

AULBATH

The Creature from the Black Lagoon no doubt drinks at the same swamp as this fella. Sonic shrill attacks and some disgusting marsh-gas farts from his gills make up Aulbath's arsenal.

Elemental control ahoy as Aulbath draws a plume of water from the floor!



Aulbath's normal shrill attack, especialled up for extra damage!

SASQUATCH

Who'd ever have thought Big-Foot would be such a loveable looking character. Aside from some hefty kicks with his famously large feet, he can also eat his opponents whole!

This brill EX-special drops your foe through ice to be flipped up by a whale!

Talk about getting cold feet! This spinning heel freezes foes!

drop dead!

It's not like Capcom to borrow ideas from other fighting games, but if there's one feature the *Virtua Fighter* series gave us, it's taking advantage of an opponent when they're down. *Vampire Hunter adds* this technique to its fighting system. When youve floored an opponent, you can drop-attack to get another strike in.

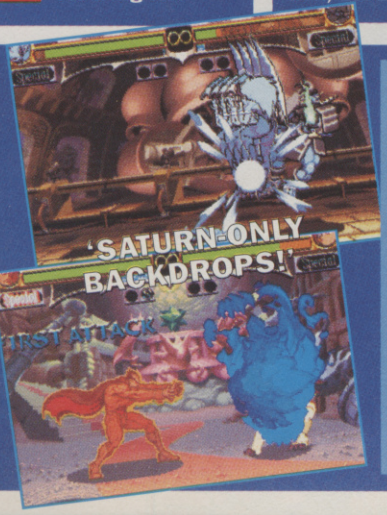
Bishamon knocks his opponent to the floor, before dropping down for a big KO!

airy fairies!

There's advantages to making a fighting game starring the undead. For a start you can do anything you want! Not only does each character possess a range of supernormal moves, but in some cases they don't even have to stay on the ground! Aerial moves are nothing new to Capcom fighting games (*Super Streetfighter, SF Alpha* and *X-Men* all make use of air attacks), but *Vampire Hunter*, and to some extent *Darkstalkers*, push the concept to the limit!

Flying at will, Anakaris can unleash aeriel specials with ease.

By tapping UP and then twice in one direction, Lei Lei can run through the air. Superb!



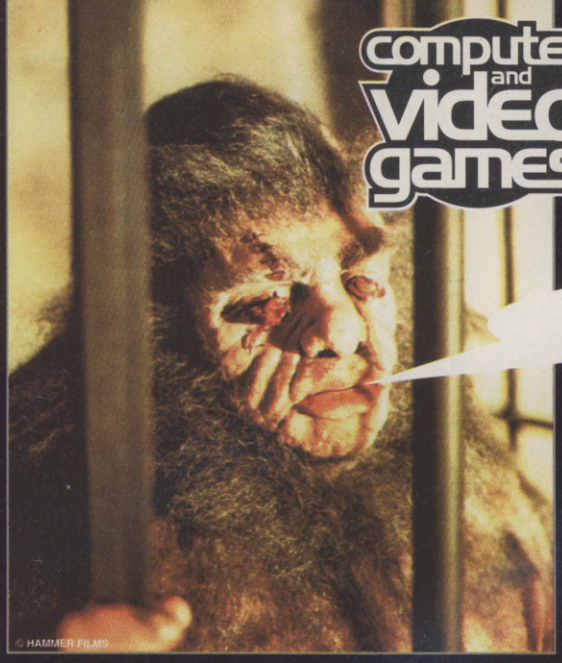
DARKSTALKERS GRAPHICS ON SATURN!

Amazingly enough, it seems Capcom have hidden the *Darkstalkers* graphics within Saturn *Vampire Hunter*. Once accessed, you can select Classic backdrops, music and even coin-op *Darkstalkers* attract sequence. It even reveals that when you play the same characters against each other, the game uses the full coin-op animation frames. It's noticeably much better! To find out how to perform this cheat, turn to our Freeplay section NOW!

NEXT MONTH...

THE ARTIST FORMERLY KNOWN AS SNICKERS!

We know we promised it for this month, but hopefully you can expect the review of PlayStation *Darkstalkers* and Saturn *VH* next month. However, be prepared for some name changes. We've been using *Darkstalkers*' correct UK name in this preview, . but the Saturn *Vampire Hunter* we've been covering though is an Japanese import. When it's released officially, expect to see it under the UK name of *Night Warriors*. Don't ask us why, perhaps it's trying to hide from Van Helsing or something.



computer and video games

SUBSCRIPTIONS

SUBSCRIBE TO CVG AND BE ONE OF US!

Hold the pages closer boy, I can't quite make them out...

Computer and Video Games is Britain's brightest and breeziest video games magazine, put together by an elite team of top gaming cadets like young Ed Lomas here. At six in the morning he's out of bed, and after munching down his Sonic Spaghetti Rings in tomato sauce, he runs the thirty miles from his mushroom bungalow in Rochester, all the way to the CVG games grotto, ready for another 24-hour fiesta of top gaming action. Of course, after constant exposure to such thrills, we require stronger doses of fun, so our monitors burn away at top brightness and our games room is at a sub-zero temperature to keep our nerve ends hyper-sensitive. For the younger members of the team, who are still growing up, this has affected their development somewhat, but only for the better we think. After all, who cares about mere looks when you can experience games in the hypernormal way we do?

To subscribe to CVG complete the form and send with payment to:
Computer and Video Games, Subs Dept, Tower Publisher, Tower House, Sovereign Park, Lathkill Street, Market Harbour, Leicester, LE16 9EF. Or, if you wish to pay by credit card call our subscriptions hotline on 01858 468888 during office hours (9am - 5.30pm) quoting source and offer codes.

Yes, I want a furry hunchback and pulpy eyepipes like the CVG crew. I wish to subscribe to CVG and I enclose a cheque/ postal order, international money order or by Access/ Visa payment, made payable to EMAP Images Ltd for £...

Access/Visa number _____
Expires _____
Signature _____
Date _____

NAME _____
ADDRESS _____
POSTCODE _____
SIGNED _____

UK+BFPO	£25.00
Overseas surface	£30.00
Airmail Europe	£35.00
Airmail zones 1+ 2	£53.00

SOURCE CODE: IB1B
OFFER CODE: B15

(Parent or guardian's signature if under 18 years)
All subscriptions will be processed as quickly as possible, but you should allow 28 days for the order to be processed and expect to receive the first issue after that.
Tick here if you do not wish to receive any direct mail that EMAP Images Ltd feels may be of interest to you.
Full money back guarantee of unmailed issues if you are not satisfied.

NOW WE OFFER YOU THE SAME OPPORTUNITY FOR ULTIMATE EXISTENCE!!

Just look at Ed. What a strapping figure of a man he is – his matted furry hunchback carefully maintaining body temperature even during the most frenetic levels. His useless fleshy eye-pipes preventing headaches during long gaming sessions. He is THE ULTIMATE GAMING GOD! And you can be too – by undergoing the same CVG crash-course. Subscribe now and you can get 12 life-transforming issues for the price of 10! Imagine, in one year, you'll see everything in compound vision! Get to it gamestrels!

computer and video games

BACK ISSUES!

you want 'em?....

we got 'em!

01858 468888

NEXT MONTH

computer and video games

ISSUE No. 175 OUT ON MAY 9th

Dear Mr Newsagent,
please reserve me a copy of Computer and Video Games Magazine each month as I would be terribly upset to miss out on my fave games mag. Cheers.

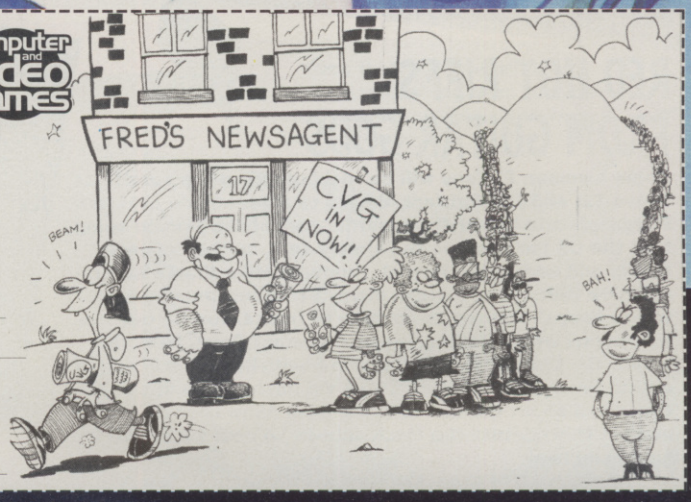
NAME _____

ADDRESS _____

_____

SIGNED _____

DATE _____



ARTWORK © CAPCOM '96

60% COMPLETE

PlayStation™

MOTOR RACING | BY BIZARRE CREATIONS

JULY '96 RELEASE | 1-2 PLAYERS

- NO OTHER VERSION PLANNED
- NO OTHER VERSION AVAILABLE
- STORAGE - 1 CD
- RELEASED BY PSYGNOSIS TEL: 0151 282 3000

F1

When Dynamic Software's *F1* game hits PlayStation this summer, the sound could amaze you even more than the visuals. All thanks to the team's skill with Dolby Surround sound.

We take for granted that great films are best appreciated in a cinema, with full surround sound to immerse you in the experience. That vehicles heading toward us continue to be heard once they're out of sight, and trail off somewhere behind. That before witnessing some horrible creature which the mad staring eyes of its victim are staring into, we can hear it breathing over our shoulders! Odd then that we don't demand the same kind of experience from our games. But there are those who would want to change all that. And developers Bizarre Creations, now working for Psygnosis, are making all the difference to their awesome *F1* game as a result. CVG paid a visit to hear what all the noise was about.

A TOTALLY BIZARRE EXPERIENCE

After satisfying the most immediate questions regarding *F1* last month, it is essential that we now stress the sonic values of the game. Psygnosis' own *Wipeout* wouldn't be so cool without the atmospheric sound effects and superb music. Likewise Bizarre Creations are working hard to ensure their authentic visuals are balanced with true-to-life sounds and the correct type of music. The tuneful side of things is being handled by Psygnosis, while the sound effects – along with the entire game design – is all Bizarre Creations' territory.

RED HOT RIFFS FROM GUITAR GODS

Come summer, F1 fans will be rocking out to the sounds of Steve Vai and Joe Satriani, thanks to a deal made between Psygnosis and Relativity Records. Part of the reason being that the US isn't so hot on Formula One, so the licensed tracks will add to the appeal. Producer Mike Clarke met up with Joe Satriani at a gig in Manchester last December, where they discussed the choice of tracks. Turned out Joe was happy with Mike's choices – Summer Song, from the album The Extremist, and Back to Shalla-Bal, from Flying in a Blue Dream. And though Steve Vai hasn't been directly consulted about the use of Juice from Alien Love Secrets, used in this context the track sounds so cool we doubt he'll complain!

LOCAL HERO

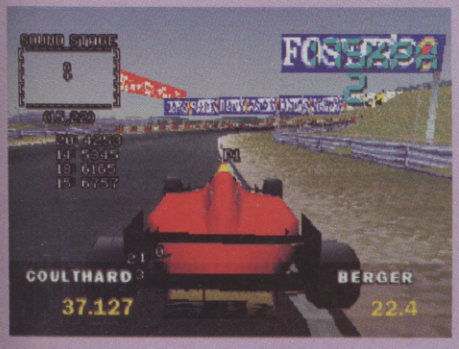
A further twelve smokin' tunes feature the handiwork of Liverpudlian guitarist, and long-time Psygnosis associate, Stewart Ellis. Though it may seem far fetched, this guy's soloing powers are almost a match for the mighty Stateside duo. Almost. Amazing that Stewart is still working in a Liverpool Guitar Shop (Curly Music), considering his talent. Anyhow, Mike was keen to mix his cuts "as real as possible". The end result being that Stewart's stuff comes across as live and raw – not soft and over produced as is usually the temptation. Why guitars? "It's just the thing that you associate with formula one", says Mike. "Anyway we did the dance thing with Wipeout. To do that again would have been a bit predictable."

ALL THE WORLD'S A SOUND STAGE

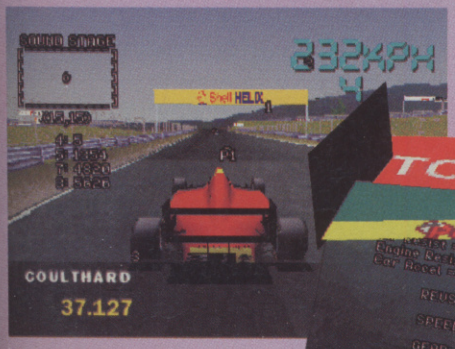
When even the sound of a Formula One engine is copyright protected, too right Bizarre wanted to make the best use of this expensive license. Research Manager Sarah is confident that the team's 3D game engine is among the best around. Plus they have benefited from access to Telemetry data of cars in the F1 league (30 sensors detailing every movement). But to convey the full impact of *F1*, Bizarre are practically turning your game area into an F1 circuit with 100% authentic sounds. The guy who's coding everything into Dolby is Jonathan. According to him, "the first thing that hits you is the incredible noise!" (on his first visit to Silverstone). As a group of us watched, Jonathan demonstrated the Sound Stage he has created to imitate real life through the PlayStation using Dolby Surround. From a stationary position cars are heard whizzing by in front and back, to the sides, and all points in between. Jonathan's cool set-up also takes into account the distance of cars – the volume – and calculates the Doppler effect on each one. The Doppler effect is what you hear when a vehicle zooms past, and the pitch of the engine changes from high to low as it approaches then disappears. Admittedly this is one of the key things you notice when watching F1 transmissions on TV. As Jonathan pointed out, "having it flat sounded so unnatural". In pursuit of perfection, Jonathan has even recreated the noise level inside of a driver's helmet for that full immersive experience. Outside of the car there's road noise and of course the sound of crashing into a barrier is required to be painfully accurate. Bizarre are planning another trip to Silverstone, where they are securing a DAT recorder around a driver's chest to sample still more in-car effects. Incredible.

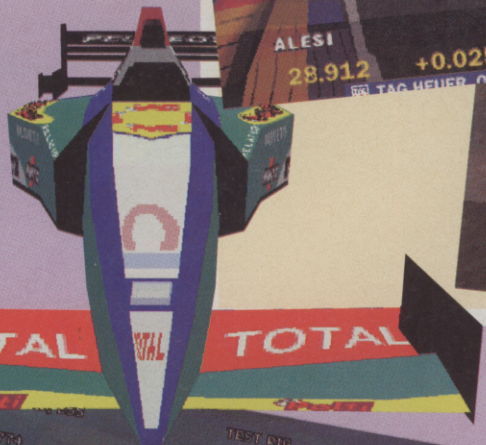
INTO THE MIX

Every sound you here in F1 is mixed into Dolby Surround, and Q Sound. The latter is included to benefit players who don't have the luxury of a Dolby system yet. Q Sound is clever – expanding the stereo 'image' to give the impression of a 270° wall, using a technique called 'Image File Planning'. Capcom and Sega use it for their coin-ops – but that's another feature in itself. The full 360°, feels-like-you're-there experience is only achievable using Dolby Surround. It's state-of-the-art, and that's one of the main reasons Psygnosis want a part of it. From a music point of view, Mike explained that mixing to Dolby proved quite tricky at first. But in the end could compare the translation to sending a signal through a reverb pedal. Just another effect. For the bigger picture, you need to understand what Bizarre have been up to.



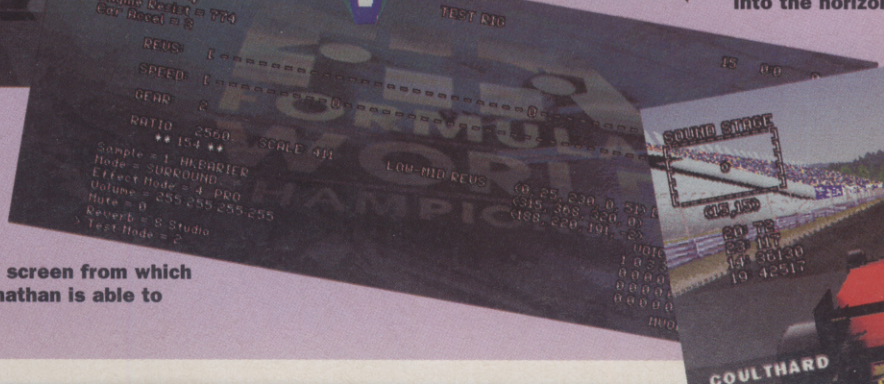
The rectangle in the top left of the screen represents the area in which all sound can be heard.





When a car enters the box, its sonic values are calculated by the sound engine – volume, Doppler effect, and so on.

Cars that are overtaking are heard approaching from the rear, screaming alongside, then fading into the horizon.



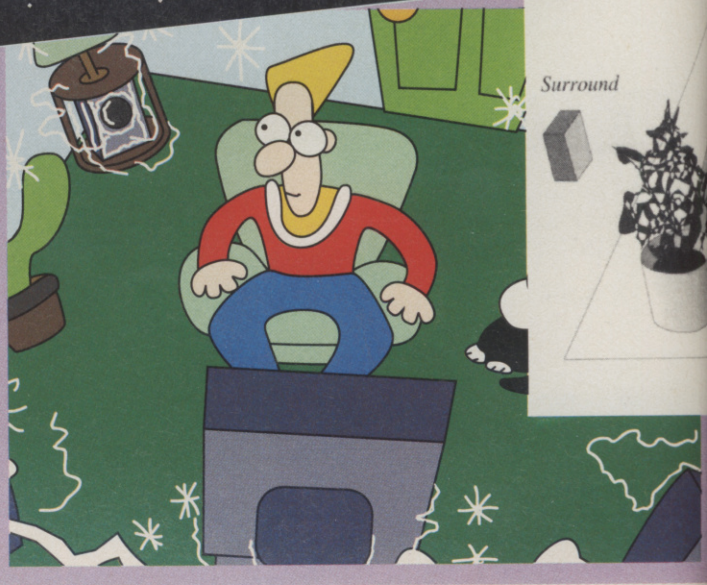
This is the more complex screen from which 'Bizarre' sound engineer Jonathan is able to fine-tune the sound code.

THE BIG D-EAL

In January this year, the CVG games room was outfitted with a full Dolby Surround Sound set up. The difference this has made when evaluating the latest games is unimaginable – unless you're among those who're already running games through Dolby Surround at home. After all, there are some 17 million Dolby Surround decoders in use worldwide! When games that have sound encoded in Dolby are played through the Dolby system (*Wing Commander III*, and *FIFA Soccer* on 3DO and PlayStation among many others) it makes the world of difference. Surround sound turbo boosts the experience, providing you with the full effect that the programmers intended. Many games that are not Dolby encoded are enhanced too, filling the room with sound as opposed to just having it in front of you. *Street Fighter Alpha* is awesome, as is *Wipeout* and especially *Panzer Dragoon Zwei*. But this kind of luxury is expensive, right? Well hardly at all, considering the results.

DOLBY IN A NUTSHELL...

Dolby Surround produces sound from the left, right, centre and rear. Though you have two rear speakers, they only use one signal. When it all comes together listeners are convinced that the sound they hear is happening all around – as opposed to comparatively flat stereo. While most of the attention is focused on the central image (the telly!) the surround channel provides what Dolby describe as 'spatial information' – atmosphere – and other special effects. Cool.



...BUT PREFERABLY IN YOUR ROOM!

Before considering a speaker set-up, your essential piece of kit to begin with is a Dolby Surround decoder. This is used in conjunction with a stereo amplifier. In fact you could even replace your current amp with one that has a decoder already built in. Currently the best kind of decoder you can buy uses something called Dolby Pro Logic, which provides better separation between the four channels – especially if you intend to make use of a centre 'voice' speaker. A phone call to a popular discount Hi-Fi specialist revealed that their range of Pro Logic stereo amps started from as little as £150. Yes, it's that

POUNDS FOR POUNDS

Okay, we're not about to pretend that quality, Dolby approved, surround systems are cheap. But they are not outrageous either, and by no means hard to come by. If you are in a position to spend roughly £300 on equipment at this time, or in the near future, we recommend that you seriously take the idea into consideration. Besides most people would argue that playing video games is not a prime reason for splashing out on such a luxury – the majority of films recorded onto VHS for sell-through theses days are Dolby encoded, and many Satellite TV, even some terrestrial broadcasts, are in surround too.

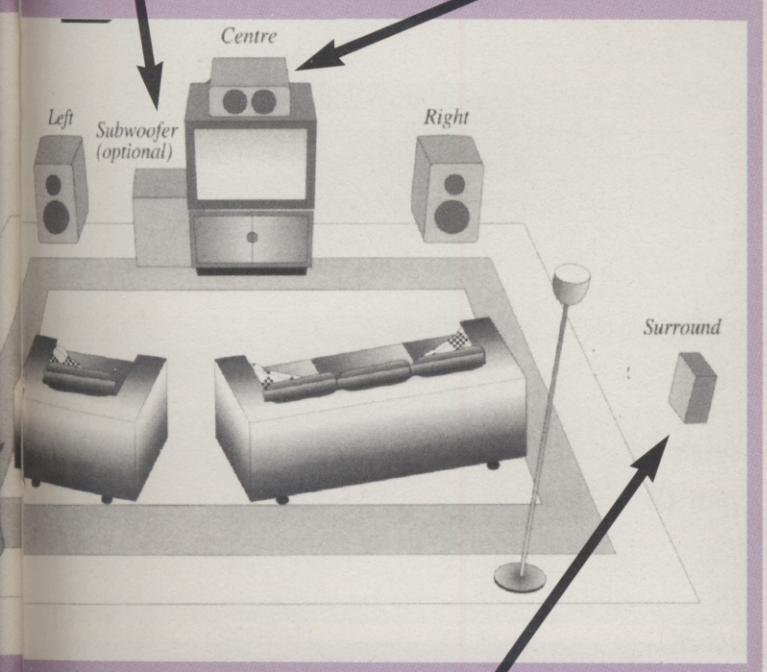
Could be that you're the youngest in the family with the paper round, or the oldest and the 'bread winner' whose pocket is going to feel the difference. But, you know, quality home entertainment equipment maintains its worth for many years. Dolby Surround may not be something your particular tribe has considered before now, but we can tell you the difference is phenomenal. Playing games, enjoying a film, or even just watching telly seems like a whole new experience. Almost as distinct as comparing a 14" Black and White portable to your first 25" Colour TV. More appropriately pitching mono against stereo sound. And with companies like Psygnosis now presenting the excitement of F1 into a real time video game environment, you have to ask yourself "is now the time to make this kind of move?" If you're serious about your home entertainment, we certainly think so!

Sub Woofer

Or "Bass Bin". Like the Centre Speaker, this is an optional extra. However, this is the unit which provides that subterranean rumble you've always dreamed of!

CENTRE SPEAKER

Best powered by a Pro Logic receiver (see "But Preferably..."). This ensures that all conversation stays central, so as to be heard equally well by everyone in the room.



Surround Speakers

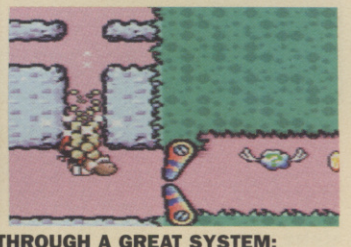
There is only one surround channel, so sounds heard from behind are in mono only. Mainly used for atmospherics, and the occasional special effect.

COOL DOLBY GAMES

First ever game to use Dolby Surround: *King Arthur's World*, on the Super NES. It was written by Argonaut, and released in 1993 by Jaleco.

BEST EVER GAME TO USE DOLBY SURROUND: Return Fire (3DO) by Studio 3DO. This game is soon to be released on PlayStation and Saturn.

OTHERS WORTH CHECKING OUT: *3D Lemmings* (PS); *Assault Rigs* (PS); *Wing Commander III* (PS, 3DO); *FIFA Soccer* (PS, 3DO, Saturn); *Foes of Ali* (3DO); *Need For Speed* (PS, 3DO)



STUFF THAT JUST SOUNDS COOL THROUGH A GREAT SYSTEM: *X-Men: Children of the Atom* (PS, SAT); *Resident Evil* (PS); *Panzer Dragoon Zwei* (SAT); *Yoshi's Island* (SNES); *Diddy's Kong Quest* (SNES); *Wipeout* (PS, SAT)...

CHECKPOINT

The month's events and software releases at a glance. **April-May•**

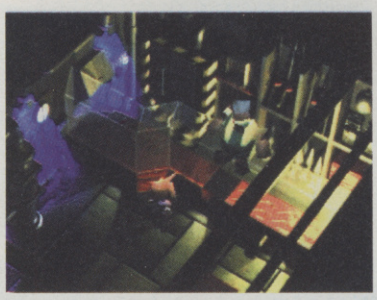
Want to know what's coming out, and when? Or where to get hands-on experience of stuff that isn't due for months – sometimes years? Here's your guide.

Each month CVG receives many phone calls asking about the availability of new games. While we don't mind chatting on the phone, there's definitely something going wrong here – like we're not giving you enough help inside the mag!

From now on, every issue is to contain a full list of every single game released between the dates CVG is on sale. And you can depend on their accuracy too, as all the information supplied comes to us direct from HMV!

In addition, we thought you might also like to be kept informed of upcoming shows and events involving your favourite subject. This month we've picked out just two – the most prominent. This number is sure to expand as many more Computer Graphic Expos, Hardware/ Software launches are brought to our attention.

Here you are then: the most informative buyer's guide this side of the counter. Refer to the key for an at-a-glance opinion of most titles.



E3–Los Angeles Convention Centre

16th, 17th, 18th May

Here's where Nintendo plan to launch their 64-bit machine, while Matsushita take selected journalists 'backstage' for a demonstration of M2. Did we hear somebody say 'Déja Vu'? But seriously folks, nobody expects to be let down this year as the battle for supremacy continues. Sega, especially, have a great line-up planned – Sonic Team's Mario 64 rival '*Knights*', plus the *Sonic* games themselves! As for Sony's PlayStation...f-f-f-f-*Final* f-f-f-*Fantasy* s-s-s-*Seven*!!! Say no more.

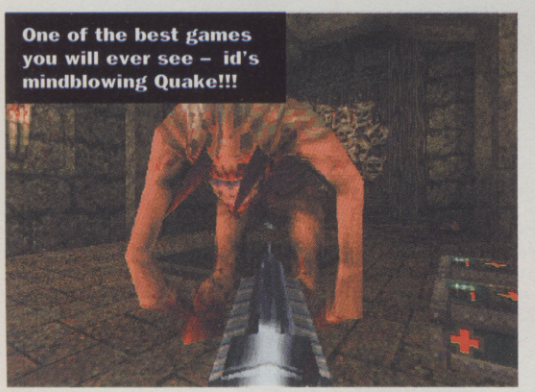
NINTENDO 64

Bullfrog's technically excellent Syndicate Wars.

ECTS – London Olympia

14th, 16th April

Before the fireworks start in LA, Sony and Sega are planning to offer a major contribution to this year's European Computer Trade Show. While there's next to no chance they'll be announcing anything big, the questions raised should be interesting. Bullfrog's head honcho Peter Molyneux is also scheduled to air his genius opinion on the state of the European games market.



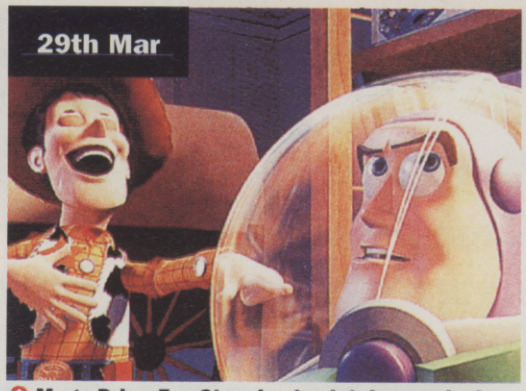
One of the best games you will ever see – id's mindblowing Quake!!!

Organisers promise interviews with "key industry figures" to be broadcast on ECTS TV – the in-event station.

KEY: **Red** It's hot, so buy it! | **Blue** Avoid like the plague!

GAME NAME	COMPANY	FORMAT
1st March	•	•
Total NBA '96	Sony	PlayStation
16th March	•	•
Fighting Forties	Microprose	PC CD
Civilization 2000	Microprose	PC CD
PlayStation Multitap	Sony	PlayStation
Road Rash	EA	PlayStation
Spycraft	Activision	PC CD
Time Gate	Infogrames	PC CD
22nd March	•	•
Mickey's Wild Adventure	Sony	PlayStation
PGA European Tour	EA	PC CD
Silverload	Psygnosis	PlayStation
Track Attack	Microprose	PC CD
25th March	•	•
Primal Rage	Time Warner	PlayStation
Tilt	Virgin	PlayStation
27th March	•	•
Agile Warrior	Virgin	PlayStation
Descent 2	Interplay	PC CD
Impact Racing	Virgin	Saturn/ PlayStation
Raw Pursuit	Virgin	PlayStation
SU-Flanker DO	Mindscape	PC CD
Vallora Valley Golf	Virgin	Saturn
29th March	•	•
Toy Story	Sega	Mega Drive
Chronicles of the Sword	Psygnosis	PC CD
Alien Trilogy	Acclaim	PlayStation
Criticom	Virgin	PlayStation
Magic Carpet	Bullfrog	Saturn/ PlayStation
NBA: In the Zone	Konami	PlayStation
Need For Speed	EA	PlayStation
PGA Tour '96	THQ	Super NES
Philosoma	Sony	PlayStation
Terranova	Virgin	PC CD
Revolution X	Acclaim	Saturn/ Playstation
Toshinden Remix	Sega	Saturn
Warhammer: Dark Crusaders	Mindscape	PC CD
Wing Commander III	EA	PlayStation
Wipeout	Sega	Saturn

GAME NAME	COMPANY	FORMAT
4th April	•	•
Virtual Snooker	Interplay	PC CD
Zork Nemesis	Activision	PC CD
5th April	•	•
Abuse	EA	PC CD
ATF US	EA	PC CD
Extreme Pinball	EA	PlayStation
Gex	BMG	Saturn/ PlayStation
Psychic Detective	EA	PlayStation
Spacehulk	EA	PlayStation/ Saturn
Time Commando	EA	PlayStation
True Pinball	Ocean	PlayStation/ Saturn
Viewpoint	EA	PlayStation
Worms: Reinforcements	Ocean	PC CD
10th April	•	•
Street Fighter Alpha	Virgin	PlayStation/ Saturn
12th April	•	•
Titan Wars	BMG	Saturn
Vallora Valley Golf	Virgin	Saturn
X-Men: Children of the Atom	Acclaim	Saturn
19th April	•	•
Cyberia	Interplay	PlayStation/ Saturn
Descent	Interplay	PlayStation
Rise 2: Resurrection	Acclaim	PlayStation/ Saturn
NFL Quarterback Club '96	Acclaim	Playstation/ Saturn
Shellshock	Core	PlayStation/ Saturn/ PC CD
Shockwave Assault	EA	Saturn
TNN Outdoor Bass Fishing '96	EA	PC CD
Toy Story	THQ	Super NES
Wing Commander III	EA	PlayStation
22nd April	•	•
Duke Nuke Em 3D	US Gold	PC CD
Star Trek Deep Space Nine: Harbinger	Viacom	PC CD
26th April	•	•
Afterlife	Virgin	PC CD
Alien Breed 3D 2	Ocean	Amiga
Casper	Interplay	PlayStation/ Saturn/ 3DO
Deadly Skies	Virgin	PlayStation/ Saturn
Defcon 5	GT	Saturn
Destruction Derby	Psygnosis	Saturn
EA Classics:	**EA**	**PC CD**
Little Big Adventure	•	•
NHL 95	•	•
PGA 486	•	•
Strike Commander	•	•
Syndicate	•	•
System Shock	•	•
Theme Park	•	•
29th April	•	•
Chronicles of the Sword	Psygnosis	PlayStation
Congo	CIC	PC CD
Fade to Black	EA	PlayStation
Hardball 5	Time Warner	PlayStation
PO'ed	Time Warner	PlayStation
Primal Rage	Time Warner	Saturn
Return Fire	Time Warner	PlayStation/ Saturn
Tilt	Virgin	PlayStation/ Saturn
Ultimate MK3	GT	Saturn/ 3DO
Twisted Metal	Psygnosis	PC CD
Wing Commander IV	EA	3DO
30th April	•	•
Bad Mojo	Acclaim	PC CD
1st May	•	•
Baseball	Virgin	Saturn/ PlayStation
Powerplay Hockey	Virgin	Saturn/ PlayStation
Victory Boxing	JVC	PlayStation
3rd May	•	•
Starfighter 3000	Telstar	Saturn/ PlayStation
17th May	•	•
Cheesy	Ocean	PlayStation
Offensive	Ocean	PlayStation
Night Warriors	Virgin	Saturn
Tunnel B1	Ocean	PlayStation
Virtual Open Tennis	Ocean	PlayStation/ Saturn



Mega Drive *Toy Story* is absolutely amazing!

***Bad Mojo*, from Acclaim. Disturbing but cool!**

WIN A COPY OF *STREET FIGHTER ALPHA* FOR SATURN OR PLAYSTATION

HMV, in conjunction with Virgin Interactive, would like to give you the opportunity to own *Street Fighter Alpha*! As this title is in such high demand at retail, there is just one copy of the Saturn and PlayStation version up for grabs. So we're turning this into a 'first come, first served' scenario – given enough cause to hand them over in the first place! All you need to do is write down on a post-card or doctored envelop, one good reason as to why Saturn or PlayStation *SFA* should belong inside of your 32-bit system.
Address your begging letters to:

STREET FIGHTER ALPHA, CVG, EMAP Images, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

THANKS TO...

... all the 'top lads' down at HMV for supplying the info. On behalf of HMV and ourselves, neither party can be held responsible for any changes that may occur after this magazine has gone to press. So we're not to blame when your favourite game slips until '3rd Quarter 2007'! Don't hesitate to contact your local HMV if you have any further queries.

HMV
KNOW HMV • KNOW GAMES

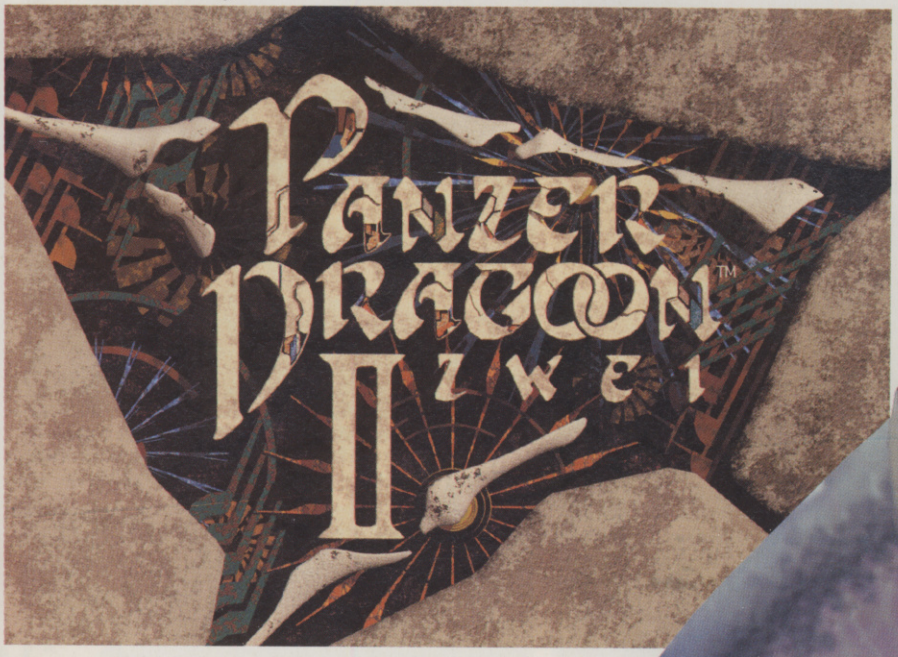
SEGA SATURN™

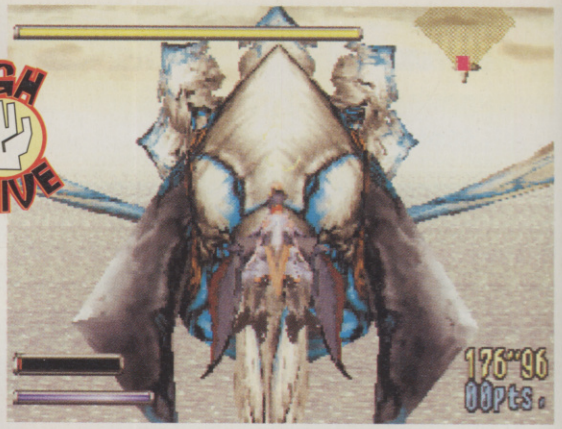
SHOOT 'EM UP | BY ANDROMEDA | £44.99 | 1 PLAYER

- AVAILABLE MAY
- NO OTHER VERSION PLANNED
- SATURN PREDECESSOR AVAILABLE
- STORAGE 1 CD
- PUBLISHED BY SEGA
- TEL: 0171 996 4620

HIGH FIVE

Some people reckon *Panzer Dragoon* is the Saturn's finest game. But they're wrong! *Panzer Dragoon Zwei* is better!

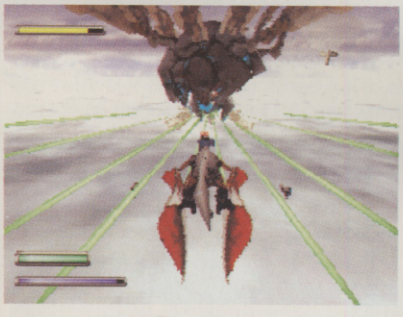


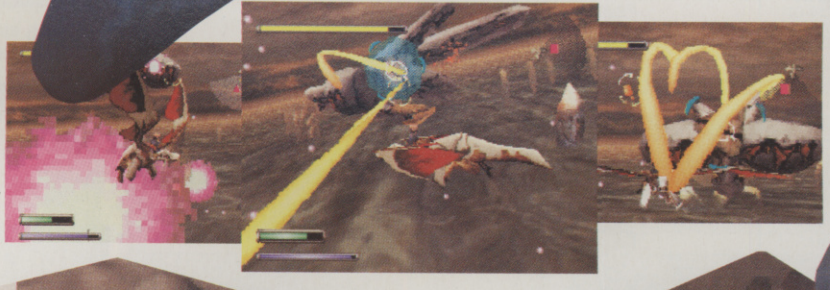


Over the past couple of months we've gone a bit 2D game crazy. *Street Fighter Alpha* is currently the most popular game in our office, *Guardian Heroes* is one of the coolest Saturn games we've seen in a long time and even a vintage title like *Darius* has warmed our gaming hearts more than the production line 3D offerings that have been churned out of late. However, it takes something exceptional like *Panzer Dragoon Zwei* to remind us why we all went 3D nutty in the first place. Seeing this game in action is as amazing as it was first seeing *Virtua Fighter* on the Saturn two and a half years ago. 3D games are awesome and *Panzer Dragoon Zwei* is into-the-screen proof! Horizontally-scrolling, Horishmontally-scrolling.

RETURN OF THE DRAGON!

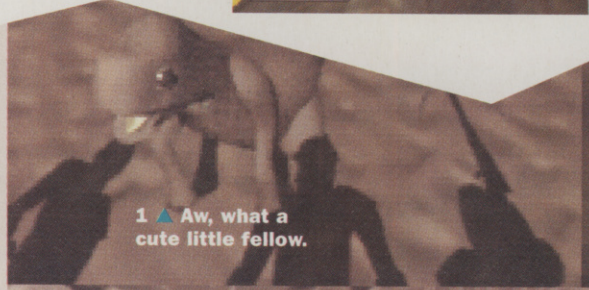
We've been expecting big things from *Panzer 2*. Groundbreaking as the first game was, it was way too linear an experience to make it a true classic. But for the sequel *Team Andromeda* promised much, much more. Multiple routes, a growing dragon and graphics that far exceed those of the original. And true to their word, they've delivered the goods.

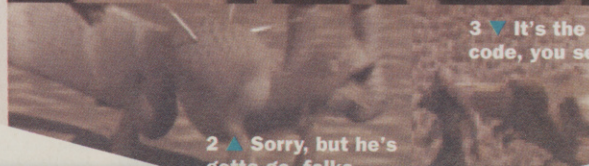




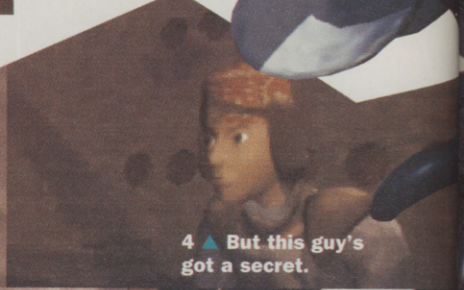
ROLL THE CAMERA!

The original *Panzer Dragoon* had a famously brilliant Silicon Graphics intro that pushed the game from being just an amazing 3D shoot 'em up to something more akin to a movie-like epic! In equal portions *Panzer Dragoon Zwei* brings with it all the thrills of a blockbuster sequel! A new hero, a new dragon and a new plot, but look closely, because IT IS tied to the first game! Can you spot the clues in our review?


1 ▲ Aw, what a cute little fellow.


2 ▲ Sorry, but he's

3 ▼ It's the village code, you see.


4 ▲ But this guy's got a secret.

5 ▼ In his outside toilet...

TEMPER! TEMPER!

Since the days of *Defender*, smart bombs have always been part of the shoot 'em up formula. *Panzer Zwei* has its own unique equivalent – Beserker Mode. When unleashed, masses of yellow beams erupt from the dragon as it targets and attacks everything in sight! A beserker bar at the bottom of the screen indicates how long the attack lasts, and is charged up by normal attacks. Excellent for well-timed assaults on the horrendous end-bosses!

Good for precision hits on multiple enemies. But not rapid enough!

Brilliant for multiple hits on enemy ships, but not precise enough.

NOW WITH ENHANCED RADAR!

The 360 nature of *Panzer Dragoon's* field of vision required a radar to match. *Zwei* however, has a more advanced scanner. It still shows any surrounding enemies as small blips and also indicates which direction you're facing. PLUS – its quadrants now flash yellow to warn of enemies entering the area. AND – you can now tell whether an enemy is above or below, thanks to some nifty arrow indicators. Aroooga!

Above the canopy of the trees lurks a beast-monster from the pits of Hades. You can tell by the size of his blip!

Lovely view.

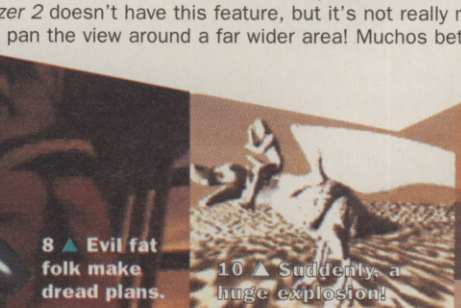
Okay. Eyes forward for a full-house!

EYEBALL PEELERS INCLUDED!

In *Panzer 1* you were able to switch between three viewing distances. Although this was probably just a by-product of the 'Virtua' view craze than a practical feature, since nobody ever made use of it. *Panzer 2* doesn't have this feature, but it's not really missed. Instead, you can pan the view around a far wider area! Muchos better!

6 ▲ ...he's got one. With wings!

7 ▲ Meanwhile...


8 ▲ Evil fat folk make dread plans.

9 ▼ Scampi grows into a big dragon.

10 ▲ Suddenly, a huge explosion!

11 ▲ The village is destroyed!

12 ▲ Aw, Scampi looks

13 ▲ Woah! Extreme close up!

14 ▼ Go on Scampi, let it out.

15 ▲ Hit Start

The short opening level sees our hero riding through the remains of his village, and introduces some of the key figures to appear later in the game.

▲ **Our hero grabs a strange but familiar gun as he enters town.**

▲ **Everywhere is in ruins. Monsters roam the area.**

▲ **You'll know when you bump into this creature again!**

▲ **Boulderdash action ahoy! Run to avoid those flat dragon blues!**

(ROUTE 1a) It's a subterranean level this one. Packed with swarms of flying creatures.

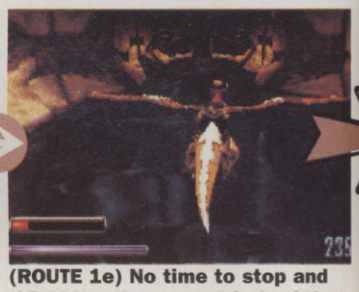
YOU TAKE THE HIGH ROAD!

The multiple routes. It's the one thing you're dying to know all about. How do they work? Where do they occur? What do they do? Let us enlighten you with a blow-by-blow journey through Episode Four. Up until this point in the game each level only forks off once, but here there are three routes!

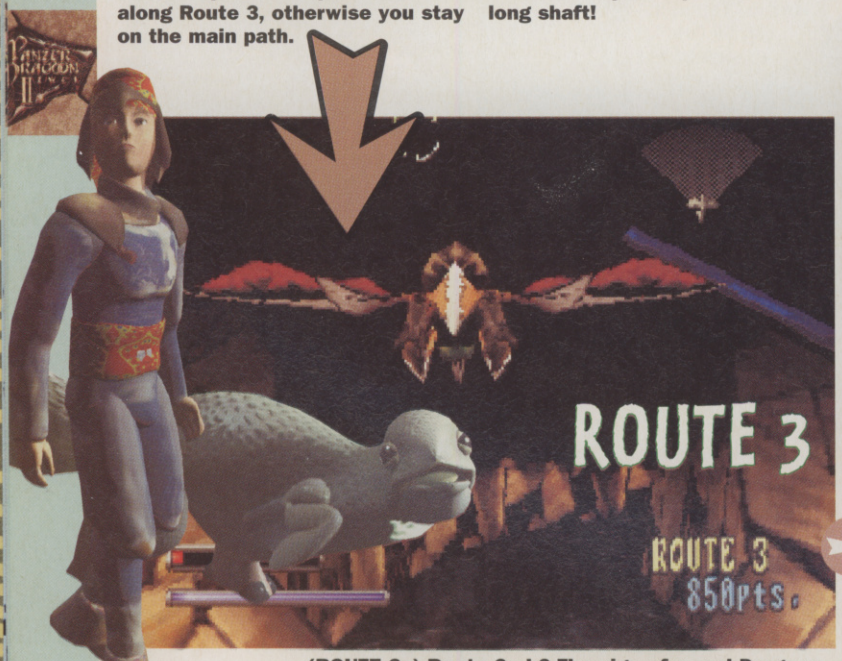
(ROUTE 1b) See this? It's the first fork! Keep to the top to head along Route 3, otherwise you stay on the main path.

(ROUTE 1c) You've taken Route 1 – heralded by a drop down a long shaft!

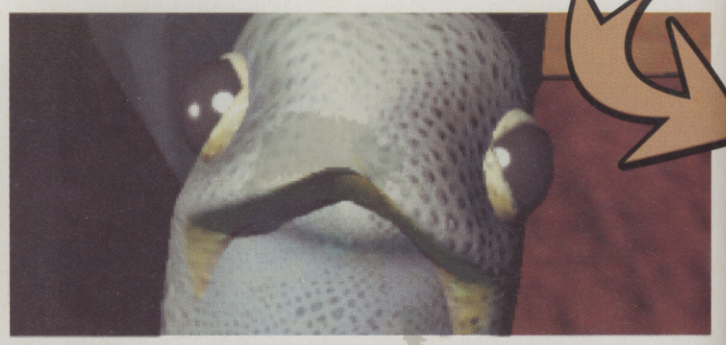
(ROUTE 1d) Lasers fire above and below those black beams. You have to weave around them too!



(ROUTE 1e) No time to stop and think! It's the second fork of the level!!



(ROUTE 3c) Route 3 eh? The sign of a real Dragoon master. Prepare for a real challenge!



(ROUTE 3d) Ships burst up from below in endless swarms!

(ROUTE 3e) Things just keep getting tougher!. Now they zoom in from the side!

PUT THE KETTLE ON!

Between levels there are intermission scenes that further *Zwei's* epic plot. Surprisingly, these are created from the in-game graphics instead of being Silicon Graphics generated. There's a simple reason for this. Your dragon changes throughout the game. So rather than making a multitude of FMV scenes with different dragons, the game just puts the correct one into the intermission – in real-time! The results are simply awesome!

It'd be easy to believe this is an impressive FMV scene.

The look of this scene differs depending on your dragon's growth

SEE, HE IS TRANSFORMING!

At the end of the level your points get totalled up. The harder the path (route 3 being the hardest) the more points you get. On top of this, you get awarded technical points for your performance, and clear points for defeating the boss in a certain time. The more points you get, the greater your dragon becomes. The routes points are most important though. Only taking the toughest routes *everytime* yields the greatest dragon of all!

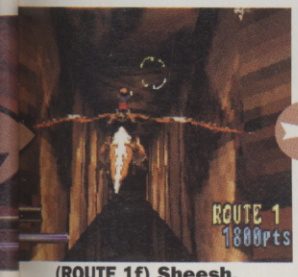
BEAT THE BOSS!

Which ever path you take, you still face the same boss at the end. What condition you're in when you face it though, is something else!

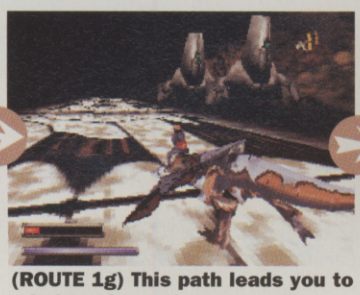
See him? Below the surface! It's impressive transparency effects on the Saturn, folks! It can do it.

Here's a better look! And he's looking right back at you with his beady currant eyes!

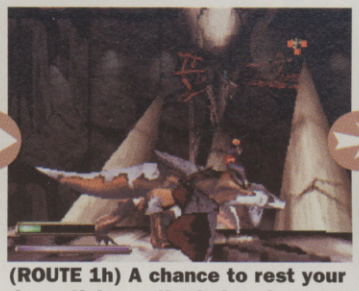
Now hse's pecking up the path! Flee little Scampi, flee for your life!



(ROUTE 1f) Sheesh, you're not much cop are you? Still on sedate old Route 1.

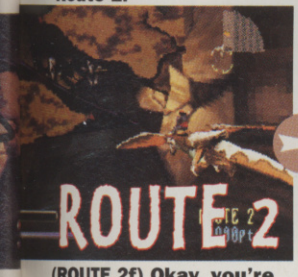


(ROUTE 1g) This path leads you to a ledge where stumpy creatures hobble about.

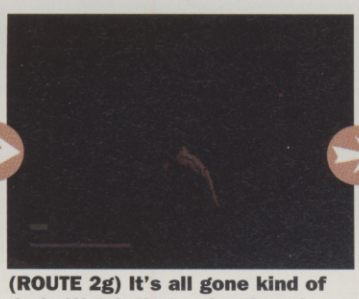


(ROUTE 1h) A chance to rest your drumsticks as the ledge rises, surrounded by hanging cocoons. Familiar?

(ROUTE 1i) Once the cocoons are defeated, it's back into dogfight territory!



(ROUTE 2f) Okay, you're on Route 2. Expect things to hot up a bit.

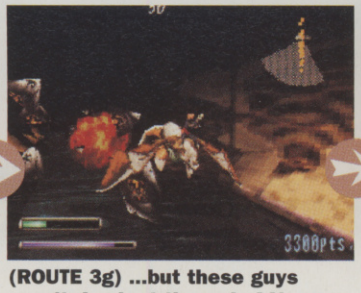


(ROUTE 2g) It's all gone kind of dark. Watch that radar though, cos anything could...

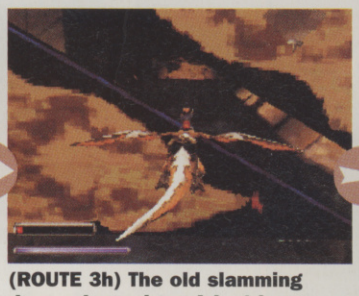
(ROUTE 2h) Great Moons of Nox! Beasties burst from the water below! Blast everything!

(ROUTE 2i) Phew that was close. Don't look back though, or you get a hanging slab in the snout!

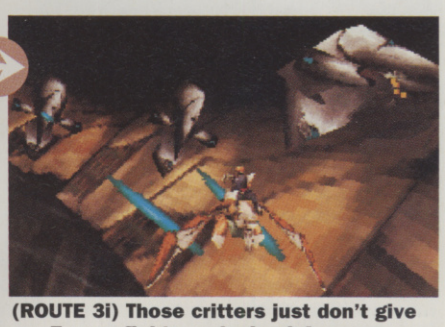
(ROUTE 3f) Where now? Behind of course. These trackers are easy to defeat...



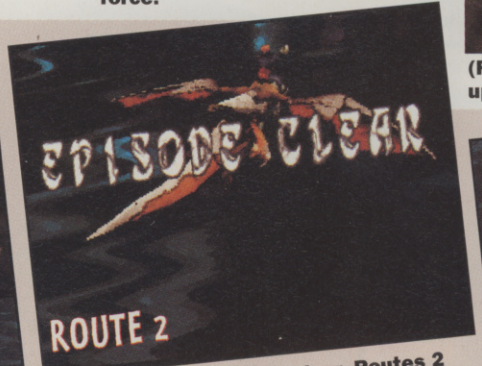
(ROUTE 3g) ...but these guys aren't. Look at the radar! Your only hope is to unleash... The Beserker!



(ROUTE 3h) The old slamming doors shenanigans! Just keep your head down and use the force!



(ROUTE 3i) Those critters just don't give up. Enemy fighters closing in!



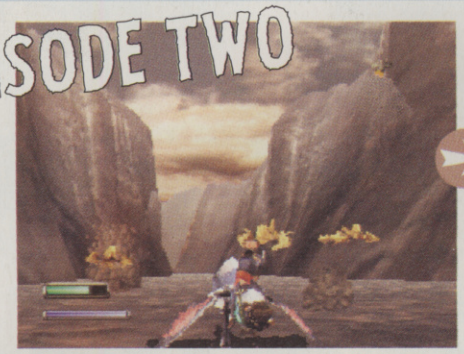
Let's see how you did. Oh dear, Routes 2 and 3 have caused no change. But look, take Route 3 and a deadlier dragon is yours!

OK SCAMPI LET'S GO!

CHECK IT AAHT!!

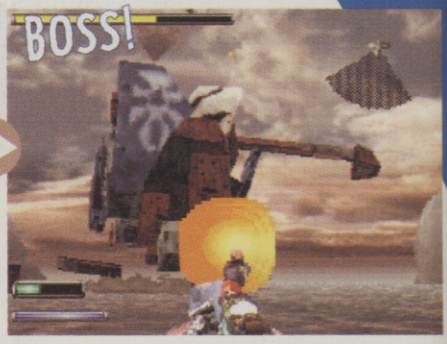
We don't want to ruin the game for you, but we can't help doing it just a bit! Here's a sneaky glimpse of each level just to show you what's in store!

EPISODE TWO



The canyon level that was recvealed in our first *Panzer 2* pics. Incredible cliff walls hem you in. That is, until you leap off a ridge into mid-air! From there on, it's a battle against the Empire flying squad or a battle through a enemy fortress.

As Admiral Ackbar would say – wipe out enemy fighters, gurgle.

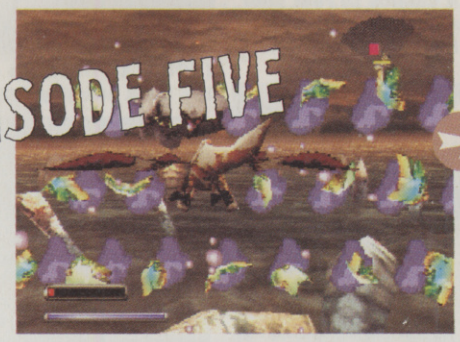


EPISODE THREE

The first game had a forest level, but this time you get to go under the canopy of the trees! Incredible graphics abound, as enemy ships weave in and out of the trees and a full 3D forest roof stretches out overhead!

Not something you'd like to find in your sandwich. Unless you're Admiral Ackbar.

EPISODE FIVE



A strange dreamy level, with snow-like spores floating around. The tranquil surroundings though, belie a nightmare level filled with bug swarms and a monsterous flying/ swimming 'thing' that doesn't pull its punches (lasers, bolts and bombs actually).

The programmers of this game clearly enjoy too much seafood.

EPISODE SIX

The big ship you've been tracking throughout the game, and it's like a Super Star Destroyer. After flying through its tunnel innards, you burst out to face some strange fins. Take a look around though and you realise, the whole craft is right next to you!

That's the whole flinkin' ship right next to you!

A trench run over the surface of the ship, kicks off this incredible level.

DAZZLING WEAPONARY!

All-new rapid shots, extra laser enhancements, ludicrously powerful beserker attacks. Mix and match for the deadliest arsenal!

BREED YOUR OWN DRAGON!

Each time you finish the game with a new dragon, you get to keep it! Collect your own zoo. We've so far found six, but we reckon there are up to ten in there!

This moth-like dragon seems somewhat familiar to us. Hmm.

The most incredible dragon we've found! Seen that nose-cone before though.

REVIEWER

When the first *Panzer Dragoon* arrived on Saturn it gave the first real demonstration of what the machine is capable of. Even now, it still looks incredible! Some people may think *Panzer 2* is just more of the same, and it is – with knobs on. The game is awesome! Team Andromeda have used AM2's Graphics Library to give the game a truly solid look. It's technically leagues above the original. But the pace of the game is what really boosts the appeal. Much more over-the-top levels, the want for the ultimate dragon, filling up your Pandora's Box and... the sheer intrigue of it all. This has to be THE most discussed game in the office lately, as we try to fathom how the game relates to Panzer 1. An amazing experience that leaves you feeling you've been dragged through a top action movie. Essential Saturn fodder and a total classic!

TOM GUISE

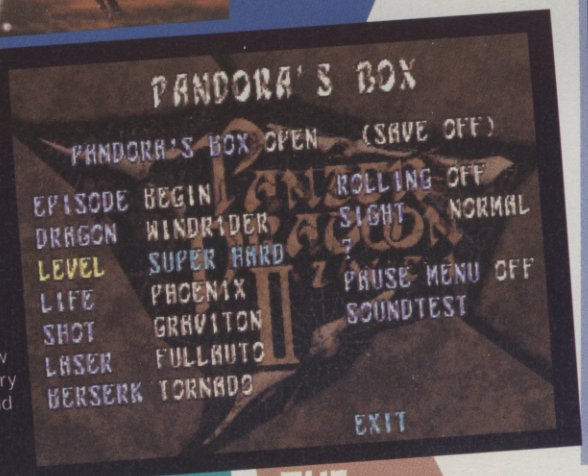
COMMENT

Though *Panzer 2* isn't particularly hard to finish, it's one of a few games which you'll want to complete over and over. The number of hidden routes, cheats, bonuses and dragons (including an enemy boss and the pup dragon from the intro!) mean that the game has to be perfected with lots of play. As an experience, it can't be beaten. In fact, after a long session, it feels like you've just watched an incredible action movie! And one of the most action-packed action movies ever! The graphics look infinitely better than the first *Panzer*, and the music is timed to fit with the action perfectly, adding to the movie feeling. This is another Saturn game which MUST be owned!

ED LOMAS

PLAY... THE BOX GAME!

As it turned out, *Panzer 1* was packed with hidden cheats. *Panzer 2* takes the concept further with – The Pandora's Box! Revealed once you've completed the game, this option gives access to all manner of new features. What's more, every time you play again, you add new options to the box. Come, come, look inside.



ROLLING MODE!

Sick-inducing 360 spinning fun, as seen in the first game. Now enjoy it again in this action-packed sequel!

Tap the D-pad to rock the screen about.

ZEROSPACE

Pandora's Box features a level select. And in it is an extra reflex-testing shooting range called Zerospace. Destroy formations of enemies and beat the times of the Team Andromeda themselves!

THE SOUND TEST

Why bother with this, when you can select all the tunes from the Saturn's front-end? The truth is – you can't, because they aren't CD tracks! All of *Zwei's* brilliant tunes are actually generated by the Saturn's powerful Yamaha sound chip. The reason for this is even more impressive – instead of playing music off the CD during game time, the Saturn actually streams off game code! *Panzer Dragoon Zwei* is the first Saturn (or PlayStation) game to do this!

COMMENT

The ritual this month has been for groups of people to crowd into the games room for a communal fix of *Panzer 2*. Why? Because *Zwei* is much more than just another Saturn release, it's a significant 32-bit event. From start to finish the experience is totally intoxicating. Nobody who has witnessed the final boss in all its glory has walked away unaffected. i was worried that this 32-bit generation would never re-capture the wonder of the all-time classics, but *Zwei* has completely restored my faith. These six pages ought to be enough to convince anyone that this is no ordinary game, but until you experience it for yourself it's impossible to appreciate the inner beauty.

PAUL DAVIES

HIGH FIVE!

RATING

One of the best 3D shooting games available. Presented for your pleasure. That's what the Japanese CD boasts, but it's true. Buy this!

PlayStation

SPACE ADV. | BY ORIGIN | £44.99 | 1 PLAYER

- AVAILABLE NOW
- NO OTHER VERSION PLANNED
- PC CD-ROM VERSION AVAILABLE
- STORAGE 4 CDS
- PUBLISHED BY ELECTRONIC ARTS
- TEL: 01753 549 442

Origin call upon Luke Skywalker to star in its most ambitious project to date, but even the powers of a Jedi Knight can only just lift *Wing Commander III* above mediocrity.

Three million dollars may be small fry to the Hollywood Big Boys, but Origin's hefty budget for the third *Wing Commander* instalment ensures that it offers better than unconvincing acting and equally transparent gameplay. Mark Hamill and Malcolm McDowell star. Huge mechanical puppets bring the cat-like Kilrathi to life, all adding up to make *Wing Commander III: The Heart of the Tiger* a cinematic treat. Hell, even the plot is compelling – if a little cliched.

Pull out! Pull out! You're gonna cr...skcshh...skch...

WING COMMANDER III

A SHORT WHILE PREVIOUSLY...

As the new pilot assigned to TCS Victory, Colonel Christopher Blair, much of the game is spent patrolling the Terran space borders in search of Kilrathi presence. This happens within minutes of leaving the "Victory" hangar bay, and so the eternal battle for galactic domination continues. Blair and a handful of wingmen fight small skirmishes, run escort missions and, providing all goes well, eventually push the Kilrathi back to their alien home world Kilrah. Otherwise it looks like the human race is cat food...

Blair is joined by the wingman of his choice on each mission, from a selection of seven. Each reacts differently to Kilrathi attack, so choose wisely.

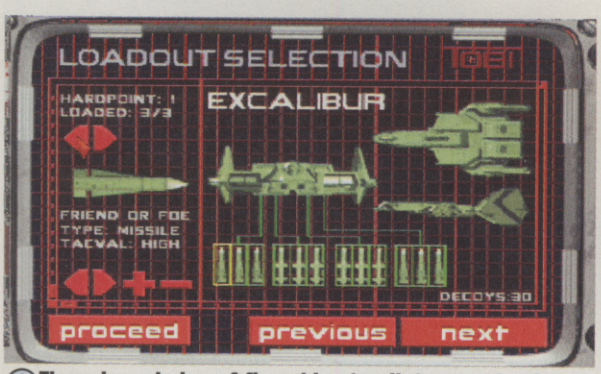
The Kilrathi aren't all that convincing, are they. The giant-sized cats look more like Muppet outcasts than fierce alien warriors.

SPOILT FOR CHOICE

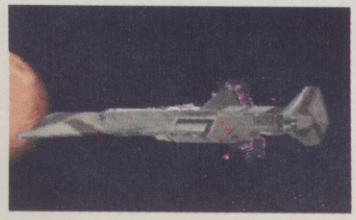
Colonel Blair's progress is shown in the full-motion video clips that link the space battles. Initially Blair is greeted with scepticism and so must prove himself both in the cockpit as well as a commander on board the TCS Victory. To win the trust of his crew mates Blair must make the right decisions throughout his career. Poor choices affect the combat performance of his wingmen, while high morale increases the pilots' will to fight against Kilrathi invaders.

During conversations with other crew mates, Blair must make the right decision otherwise morale aboard the Victory deteriorates.

The full-motion video in Wing Commander III is excellent, with digitised actors set against smart computer-generated backdrops.



There is a choice of five ships to pilot on each mission, from the cool Excalibur prototype fighter to the heavy torpedo bomber: the Longbow.



In addition to the cockpit view, there's a chase plane camera and the option to look at any object from any angle. Not so useful, but it looks cool.

Sweet-talking Rachel plays a vital part in the game, as she's the only crew member who can authorise Blair to fly the prototype Excalibur fighter.

VIRTUAL FILM STARS

Wing Commander III stars some famous names from Hollywood. Here's a few of the faces you might recognise.

COLONEL CHRISTOPHER BLAIR

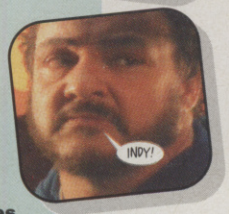
Blair is played by none other than Mark Hamill – AKA Luke Skywalker from the Stars Wars trilogy.

ADMIRAL TOLWYN

Taking a break from being Mr Bad Guy, Malcolm McDowell is the stern-faced Admiral of the Terran fleet.

MANIAC

Instantly recognisable as Biff from the Back to the Future trilogy, Tom Wilson is the hotshot pilot on board the TCS Victory.



PALADIN

Although Paladin doesn't feature in the game itself, John Rhys-Davies pops up during Wing Commander III's intro sequence.

RACHEL

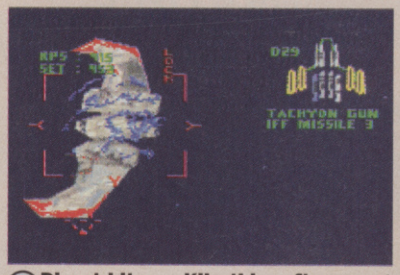
Chances are you don't recognise Ginger Lynn Allen, but she's starred in porn 'classics' like Bondage: A Love Story. So we're told.

HOBBES

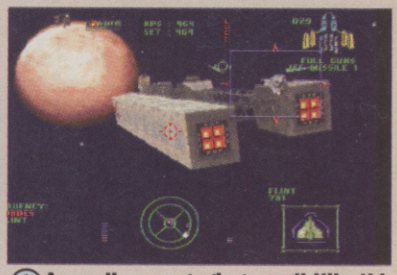
Hobbes is the Kilrathi outcast who defected to the Terran Confederates. Best known for his lead role in the Kitty Kat adverts.

DOGFIGHTING THE CATS

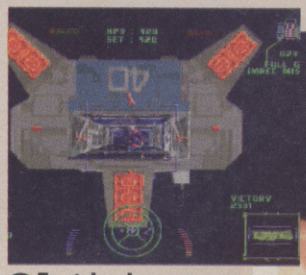
The objectives of the 20-odd missions vary from simple all-out attacks, to tougher bombing runs in which the Terrans must engage the huge Kilrathi Capital ships. Piloting the ship is relatively straightforward, but use of the radio transmitter or toggling between enemy targets requires pressing various buttons simultaneously. This isn't so easy to do in the heat of a battle!



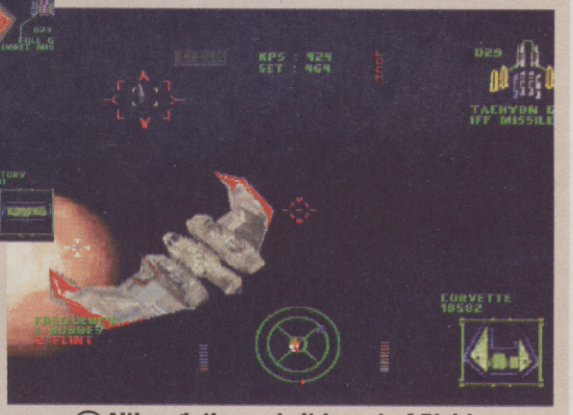
Direct hits on Kilrathi craft are registered as the ship's shield flares up. A few more of those and the scum will explode in a ball of flame.



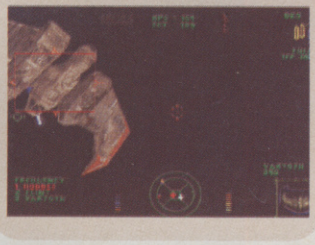
As well as engaging small Kilrathi fighters, Blair must also take on the hefty transport ships. Lasers are pretty useless, so switch to missiles instead.



To gain clearance for landing on Victory, you need to hold down various button combinations. This exercise is harder than touching down itself!



Although the cockpit layout of Blair's space ship is a little confusing at first, the meaning of all different dials and gauges soon becomes apparent.



The TCS Victory is a huge ship, but there's only a couple of places to visit: Relax with some friendly chit-chat in the bar, or get stressed out on the bridge.

The introduction sequence to *Wing Commander III* is excellent, detailing the Kilrathi assault on the Terran confederates.

Eek! Some of the combat missions take place in the middle of asteroid fields, so watch out for massive space boulders that come tumbling towards you!

Blair takes one too many Kilrathi laser blasts and winds up leaving the Victory in a steel coffin. Better luck next time, fly boy.

COMMENT

With its slick cinematic visuals and above-average acting, it's all-too clear where the $3 million budget was spent. *Wing Commander III* is undoubtedly one of the best looking interactive movies with clear FMV clips, impressive cutscenes and fast-moving space combat scenes. BUT the gameplay has been overlooked. Aboard the Victory, player interaction is kept to the bare minimum, with occasional decisions affecting the morale of the crew rather than altering the course of the game directly. While the combat sections are a little more involving, the awkward control system and jerky scrolling makes them a little unplayable at times. That said, there's enough variation to ensure interest is maintained, and the compelling storyline – which is riddled with plot twists throughout – makes *WC III* considerably more enjoyable than most other interactive movies.

ALEX SIMMONS

RATING

Once a PC classic, but the gameplay doesn't translate so well onto PlayStation. Even so WCIII is original and excellently produced.

PC CD ROM

SPACE ADV. | BY ORIGIN | £59.99 (UK) | 1 PLAYER

- AVAILABLE APRIL
- NO VERSIONS PLANNED
- PLAYSTATION, PC CD-ROM PREQUELS AVAILABLE
- STORAGE 6 CD
- PUBLISHED BY ELECTRONIC ARTS NO : 01753 540 442

Origin finally gets the balance right between extravagant cinematic cutscenes and absorbing gameplay with its most interactive movie to date.

WING COMMANDER IV

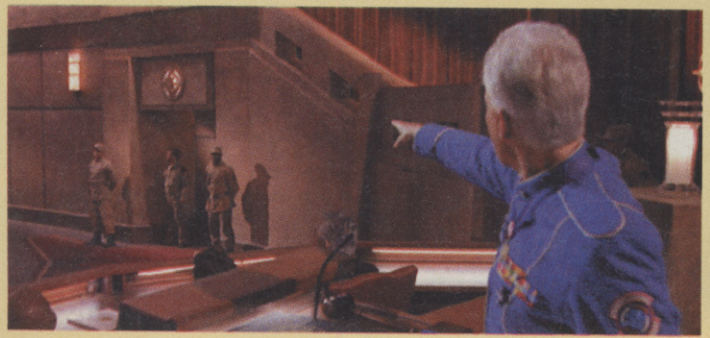
The lights dim, the curtains drift apart and the screen flickers to life. A vast spaceship slowly glides across a sea of star-speckled darkness, the hum of its engines grumbling under the idle chit-chat of its crew. Suddenly a swarm of cloaked fighters shift into view, showering the helpless transporter in a hail of laser bolts. Within seconds the hull is ruptured and the vessel disappears in a blinding flash of light.

It sounds remarkably like the opening scene of the latest Star Wars film, which is hardly surprising as *Wing Commander IV* has more in common with George Lucas' epic trilogy than Luke Skywalker. Following on from the commercially successful *Wing Commander III*, *WC IV* is by far Origin and Electronic Arts' most ambitious project to date. With a budget reputedly nearing $10 million, Chris Roberts returns to the director's chair to create what is arguably one the most gripping games of late. Better still, it's the first game that rightly deserves its label of an interactive movie.

SMALL SCREEN CINEMA !?!

It's easy to see where *Wing Commander IV*'s $10 million budget was spent, as the full motion video sequences are nothing short of breath-taking. The game was shot on 35mm film (rather than grainy video) using real life sets, giving *Wing Commander IV* a tremendous cinematic quality. Better still, player interaction during these sequences has been drastically enhanced, with Blair have greater control over his future by making more life-changing decisions at key points in the game. Mark Hamill and the other starring actors also give admirable performances, the high level of acting fleshing out the classic science fiction script. And, at long last, the Kilrathi have been dumped in favour of a more believable enemy. Thank god.

Argh! Exploding in a ball of flame your wingman disappears off the short-range radar, leaving you to battle the enemy pirates alone.



Malcolm McDowell returns as the tough Admiral Tolwyn. Mess with this guy and you're out of the flying corps, Colonel.

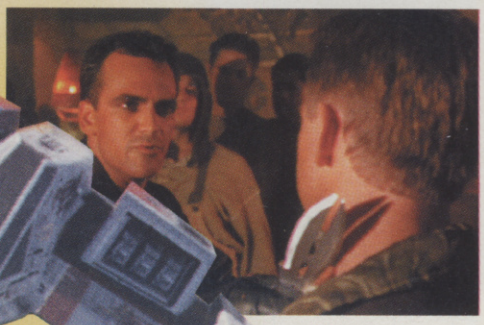
The impressive FMV sequences are matched by the rendered cutscenes that feature throughout. The cinematic special effects are breath-taking..

SYSTEM ALERT!

To run *Wing Commander IV* you do need a beast of a PC. Forget anything with 486 printed on the processor, this is undoubtedly a Pentium recommended title that will push your machine to the limit. Admittedly *Wing Commander IV* runs on a 66MHz DX2, SVGA graphics are a definite no-go and so the benefits of higher resolution are lost. For the best results, Origin recommend a P75, stacked with 16 Megs of RAM and a nifty quad-speed drive. Oh, you'll also need at least a 16-bit soundcard to take full advantages of the game's Dolby Surround Sound. Phew...

The full-motion video in *Wing commander IV* may be MPEG quality, but you'll need a monster PC to get it up and running.

Mark Hamill returns as Colonel Christopher Blair, but this time the one-time Jedi Knight and all-round good guy has a nasty evil streak. Don't mess...



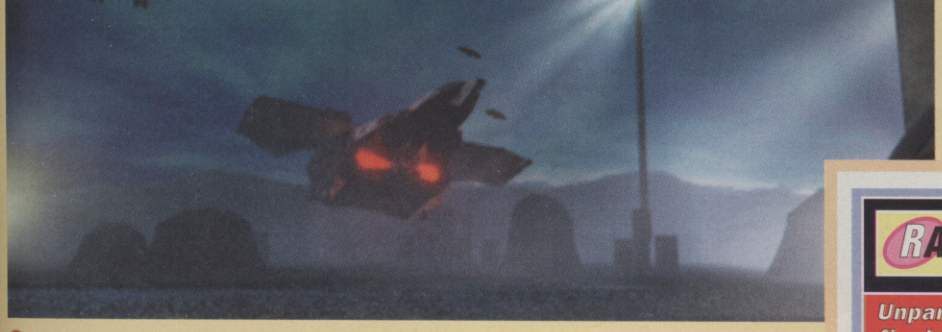
Like *Wing Commander 3*, *WC IV*'s story is split into paths that arrive at different endings. Here Colonel Blair must choose whether to fight the knife-wielding thug or back down from his threats.

SPACED OUT

Like the video sequences, the space dogfights have been greatly improved, not only in appearance but also in their variety. Play on a Pentium and the benefits of SVGA become clear. The intricately detailed spacecraft and well-defined cockpits views being more attractive and also more functional than the graphics of *Wing Commander III*. The frame-rate is surprisingly good, although when the larger ships appear, jerk-o-vision kicks in. Worse are the planet-based missions set over texture-mapped landscapes. They look staggering, but scrolling still judders even on a P133! That said, space combat is hugely enjoyable, although not as satisfying as *X-Wing* or *TIE Fighter*, both of which run comfortably on lower-end 486s. Unfortunately neither of them have *WC IV*'s brilliant cutscenes, but then you could always buy the Star Wars movies.

There are loads of internal and external camera angles to play around with, all off which benefit considerably from *WC IV*'s high-resolution graphics.

The HUD and other in-cockpit dials are a lot clearer in SVGA, and amazingly the game runs fairly smoothly even on a P90. Until you fly in close to the big ships, that is...



Okay, *Wing Commander IV* may not be as interactive as some games, but where else can you find cutscenes as gorgeous as this?

COMMENT

Brilliant stuff. *Wing Commander IV* is the closest thing to the interactive movie yet, with breath-taking full-motion video sequences and some of the coolest special effects ever seen in a computer game. The acting is convincing, the plot is well structured and gripping and player interaction has been increased, giving gamers more control over Colonel Blair progress. But enough of *WC IV*'s staggering presentation, it's the actual meat of the game that counts and thankfully its been well fed with prime gameplay. The space combat sections have been honed to perfection and are much more enjoyable to play, rivalling *TIE Fighter* for sheer enjoyment. The graphics have been tidied up too, the detailed SVGA ships and defined cockpit views giving the game a much-welcomed visual edge. But this level of quality comes at a cost, and to experience *Wing Commander IV* to the full you really do need a monster PC – we're talking a Pentium 90 minimum, but ideally a P133 before the textured landscapes glide smoothly rather scroll jerkily. If you're lucky enough to own a machine of this calibre then fine, otherwise playing *Wing Commander IV* is like watching a chess match in slow motion – tedious and drawn-out.

ALEX SIMMONS

RATING

Unparalleled graphics, a superb script and finely-honed gameplay make this the most polished interactive experience on the PC.

PlayStation

POWER SOCCER | BY PSYGNOSIS | £44.99 | 1-4 PLAYERS

- AVAILABLE NOW
- NO IMPORT AVAILABLE
- NO VERSIONS PLANNED
- PLAYSTATION, PC CD-ROM VERSION AVAILABLE
- STORAGE 1 CD
- DEVELOPED BY TANTALUS NO : 0151 282 3000

Another footy game. Once again with motion-captured realism, fancy shots, and commentary from a well-known TV celeb — but can *Adidas Power Soccer* outrun FIFA and Actua?

adidas power soccer

In a classic example of 'anything you can do, I can do better' Psygnosis have stuck two fingers up at *FIFA* and *Actua Soccer*'s commentary and motion-capture, and thrown both elements into a game they hope will kick the pair off the park. Developed by a French team, *Adidas Power Soccer* mixes elements of past football outings with several new ideas. As such, with the benefit of hindsight Gremlin, EA and Konami cannot enjoy, *Adidas Power Soccer* contains motion-capture throughout, incorporates special shots and moves, and enough international sides to keep Premier League fans happy.

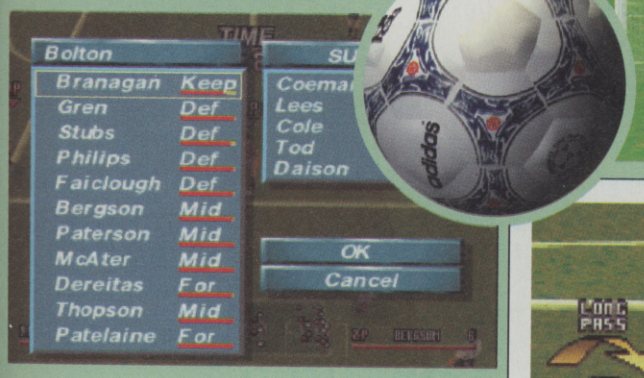
The game is viewed from a default side-on view, with the camera panning in and out intelligently and smoothly. With the four facia buttons effecting passes, lobs, and shots when pressed independently, an intelligent shot system also allows the user to pull off spontaneous volleys, bicycle kicks and diving headers by pressing two buttons at the same time — with the style of move determined by the height and proximity of the ball to the selected player. So, once again it is time to lace up your boots — Adidas ones this time — and warm up with a team Psygnosis confidently think can run *Actua Soccer* and *FIFA '96* off the pitch.

MODUS OPERANDUS

APS offers a choice of two play styles. Simulation mode offers a bare bones football game, which adheres to all the usual rules, and the most basic of passes and shots. However, the options screen also plays host to an arcade mode, and selecting this jazzes up the proceedings enormously. Using US Gold's *Fever Pitch* as its basis, the aforementioned button combinations replace the bicycle kicks and diving headers for aptly-named power shots and miraculous ball control skills — all of which are accentuated with flames and sparkly effects to differentiate them from the norm. Using the X and O buttons, for example, unleashes a shot which burns its way across the screen, while pressing the square and circle together sends the players running across the screen at a pace more akin to 'The Benny Hill Show' than the Premier League.

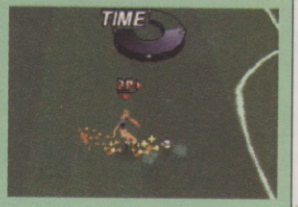
LEAGUE ME ALONE

Power Soccer plays host to a number of national sides, with the pick of the Premier, French and German leagues on offer. As such, in the available tournaments, cup games or friendlies, it's possible for the likes of West Ham to rub shoulders with Bayern Munich, while Norwich battle it out with Paris St. Germaine. Due to license restrictions, Psygnosis are unable to use players' names (and in certain cases, team names — London Highbury, anyone?), so Andy Cole has been replaced by a badly-spelt variant, but we haven't had a chance to see how they've spelt David Seaman's surname.



I LIKE TO MOVE IT (MOVE IT)

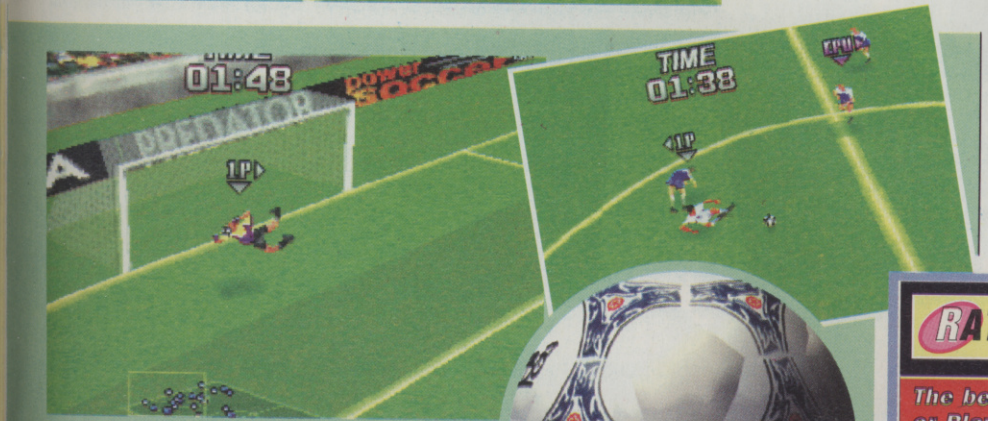
One of the funniest things about watching *Actua Soccer* in action was the way the players stopped after their animation cycle had finished. Dennis Bergkamp, for example, would be winging his way towards the Brazilian goal before letting loose with a long pass — but as soon as the pass was made, his arms would fall to his side and he'd stop in his tracks as if his strings had been cut! In APS, the developers have maintained the motion-captured animations throughout. Even if a player isn't on the ball, they hop about in the background ready to receive it, while recently-fouled players hobble away from the free kick area. This attention to detail even extends to the goalkeepers, who react extremely realistically — going as far as sticking a leg out in the hope of blocking a shot if they can't get a hand to it.



COMMENT

With *FIFA '96*'s reign as the premier PlayStation game lasting barely a month before losing its crown to *Actua Soccer* – now Gremlin find their title knocked from the top, as Psygnosis weigh in with a stunning mixture of arcade playability and realism. Forget all past attempts at motion-capture, the movements in *APS* are without comparison, with players turning beautifully before launching into a number of easy to effect volleys, headers or tackles. Similarly, while the action isn't as fast as that of *Actua*, it hangs together as a better game, making for a tighter passing game rather than dull end-to-end runs. With icing on the cake in the form of Brian Moore's commentary, an intelligent camera system, and two play modes, *Adidas Power Soccer* is quite simply the new footy king. And long may it reign.

STEVE MERRETT



Oo! He let that 1P icon slip right past him.

RATING

The best soccer sim you can buy for the PC or PlayStation. Though Euro '96 might sway the opinion again on PC. Funny old game!

PC CD ROM

ESPIONAGE | BY ACTIVISION | £44.99 (UK) | 1 PLAYER

- AVAILABLE NOW
- NO OTHER VERSION PLANNED
- NO OTHER VERSION AVAILABLE
- STORAGE 3 CDS
- PUBLISHED BY ACTIVISION
- TEL : 0181 742 9400

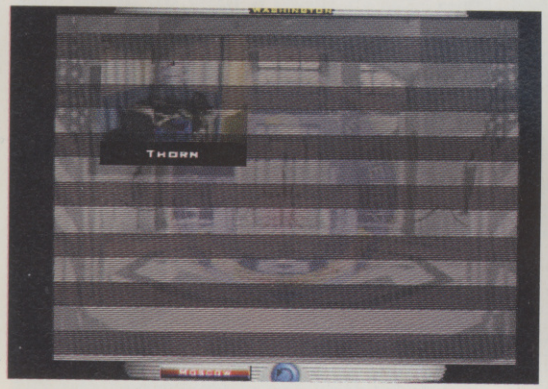
Activision's innovative strategy game is better than realistic – it's as good as actual, as our spies were quick to learn.

SPYCRAFT

Satellite surveillance, double agents and long beige macs. No, not the script for the next Bond movie, but Activision's new strategy adventure game. William Colby, ex director of the CIA had a lot of input to make the plot as authentic as possible. He also makes his acting debut in many of the video clips throughout the game. But there's so much more to this than Colby's, er, pretty face...

SECRET WORLD AT YOUR FINGERTIPS

Use the game's simple interface to find your way around the world. Visit cities like New York, Tunis, London, Heidelberg and Moscow on a journey through international espionage. You even get your own office at the CIA headquarters in Langley.



YOUR LIFE IN THEIR HANDS

The first thing any self respecting spy must do is learn how to use a pisto

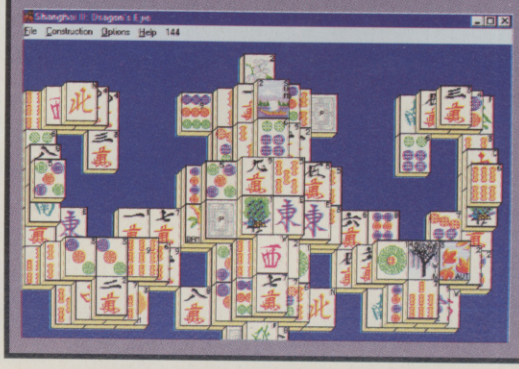
The bushes a full of snipers

We're countin' on ya buddy. Don't let us down.

Oops. Did I do that.

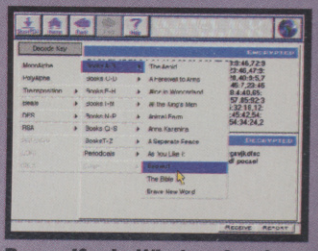
COFFEE BREAK

There are loads of sub games to tease your brain. Shanghai II is an infuriating solitaire type game you must solve before progressing.



RIP VAN WINKLE

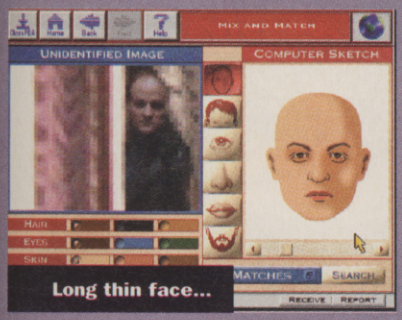
Decoding encrypted messages is a breeze using the CIA code-break program. If you've got about 500 hours to sift through the vast database, that is!



Beowulf, eh. What a classic.

WE KNOW WHERE YOU PLAY

Using the CIA central database you'll be called on to create identikit pictures of possible suspects.



Long thin face...

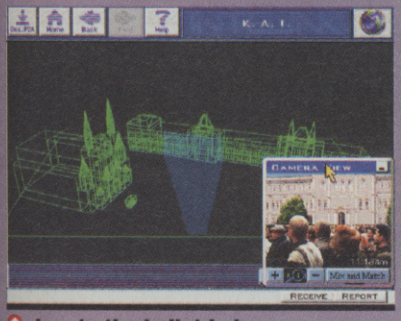
straggly hair...

hollow sunken eyes...

Hang on... That's Ed that is.

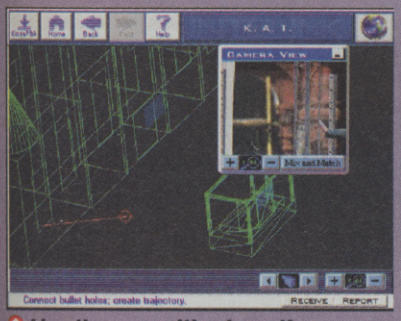
HARD TARGET

'Kennedy Assassination Tools' is a program that helps to pinpoint the origin of a gunshot and nail your man. In this case it was Colonel Mustard in the Ballroom with the candlestick... I think.

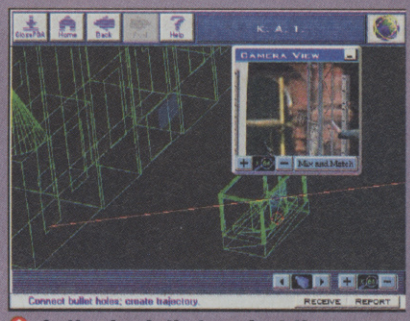


Locate the bullet holes...

Satisfied that this is the spot?



Line them up with where the victim was standing...



Let's check that against the bullet's trajectory once again.

And hey presto. There's your man

Hello... it's Ed again.

WEBBED FEATS

Intelink is the communications interface that will guide you through the game. From here you can view video, data and voice mail messages from other agents. Using the weblink you can access a dedicated web site that's been set up.

Some of the familiar faces on hand to offer friendly advise.

COMMENT

Activision obviously went to great pains to produce an authentic plot, but sadly this translates into a rather slow game. Let's face it, we don't sit in front of a PC all day because we have to. Working my way through volumes of wordy personnel records to discover what brand of cigarette the bad guy smokes is not my idea of a wild time. I'd rather just blast a hole through his head and have done with it! A great idea, nicely put together with slick graphics and some pretty nifty sub games. But two hours into the plot and was ready for a hot chocolate and an early night!

KATE RUSSELL

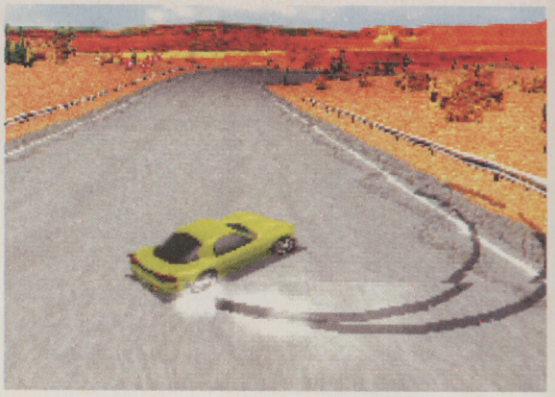
RATING

A revolutionary idea, guaranteed to make a big impression on some. But most people may find they don't have the staying power.

PlayStation

RACING GAME | BY PIONEER | £ TBA | 2 PLAYERS

- OUT NOW
- 3DO, PC VERSIONS AVAILABLE
- SATURN VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY ELECTRONIC ARTS
- TEL: 01753 549 442



This is good fun. Put the car in neutral and rev the engine up, then slam it into first gear and spin around

Want to donut expensive cars? Want to sideswipe the law off the road? Want to collide head-on with grandads? Want to get up to over 200mph and put the handbrake on? Where on earth can you do that?

It's the 3DO's best driving game by far, and it's also mighty fine on the PC. Now it's coming out on the PlayStation and it looks better than ever, but can it possibly do well against all of the PS's other incredible driving games? Well, *The Need for Speed* boasts that it's got one of the most realistic driving game engines, as well as featuring full 3D renditions of lots of expensive cars. And the crashes...

THE NEED FOR SPEED

BREAK IT! BREAK IT!

The best things about *The Need for Speed* are the spectacular crashes. In fact, it's far more fun to drive very fast and cause massive pile-ups than it is to race seriously. Once you've caused a crash, call your friends over to watch the replay and give you a rating depending on the number of cars involved and the speed of the crash. Bonus points are gained for involving police cars. The office record is seven cars, including a copper.

COMMENT

I remember the 3DO version of this when it first appeared, and how amazing it looked. Obviously, the PlayStation version has got no chance of causing such a storm, seeing as the graphics are only slightly enhanced from the original, but it's still just as much fun. The frame rate is only slightly higher than before, but it's fast enough to give an excellent impression of speed. Though the regular playing modes aren't going to last anyone forever, there's always going to be some fun to be had from driving expensive cars at ridiculous speeds, and then crashing head-on into innocent drivers! The cars apparently handle just like the real things, meaning that they take some getting used to as they don't feel like any other driving game. One problem is that it's not possible to turn the view around when you turn the car around – the "camera" always points the same way down the track. The main downside is that it doesn't really feel like a racing game – it's a casual drive around until you crash. Anyhow, though it's not one of the best games around, it's great fun – especially with a bunch of friends – and fast car freaks definitely won't be disappointed with it. And the music's rockin'!

ED LOMAS

HONEST EDDIE'S QUALITY AUTOMOBILES

There are 10 regular cars to choose from, and they are all supposed to be totally accurate in their handling. As well as being able to drive the cars, players can watch film of each of them driving about very fast, as well as reading pages and pages of statistics. Fans of the cars will adore this

MORNING, NOON AND NIGHT

An added bonus is that it's possible to choose the time of day at which you want to race. Choose from Morning, Midday or Evening, though there are variations on each of these available by playing on the three stage courses, as it gets further though the day as the race goes on.

RATING

While it's not the best game ever, it's certainly got enough in it to please both speed demons and car enthusiasts alike.

This is a screenshot from

SHADOWS OF THE EMPIRE,

the new

STAR WARS

game only on

NINTENDO 64....

Good, isn't it?

AND

...If you want to see more fab screenshots, you'll only find them in the SHADOWS OF THE EMPIRE preview in this month's issue of NINTENDO MAGAZINE SYSTEM!

BUT THAT'S NOT ALL!

- 32-BIT COLOUR GAME BOY
  – Is this Nintendo's best-kept secret?
- KILLER INSTINCT 2
  – The essential playguide from the pros!
- RARE-VELATION!
  – The Donkey Kong boys reveal their new game!

Nintendo®

MAGAZINE SYSTEM

FIRST WITH THE WORLD'S HOTTEST NINTENDO EXCLUSIVES!

SEGA SATURN

FUTURE RACING | BY PSYGNOSIS | £39.99 (UK) | 1 PLAYER

- AVAILABLE NOW
- NO OTHER VERSION PLANNED
- PLAYSTATION, PC CD-ROM VERSIONS AVAILABLE
- STORAGE 1 CD
- PUBLISHED BY SEGA
TEL : 0181 996 4620

The PlayStation's finest game arrives on Saturn. Can it possibly be better be than before?

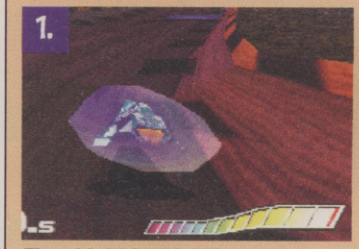
wipEout"

Wipeout practically sold the PlayStation when it first came out, as it was by far the most impressive and exciting game available. In fact, it was considered by many to be as near to perfection as possible, and lots of people still think that to be true. It was also thought that *Wipeout* would always stay a PlayStation-only game, seeing as Psygnosis are so closely linked with Sony, but it's really here. On Saturn.

THE DIFFERENCE ENGINE

As much as Saturn *Wipeout* should be taken as a game on its own, it's still a conversion of the PS original. Also, there aren't just differences in the graphics – parts of the game play slightly differently, too. Other than these things don't worry.

PLAYSTATION PICS



The shield in PS *Wipeout* is made with a translucent layer of colour, making it look like it's surrounding the ship.

The sky is a strange warping 3D model above the track, which bends and moves around like low cloud cover.

When jumping off the ramp at the end of Terramax, holding Down on the joypad lets you get this far through the air.

The smoke trails coming from the missiles appear as nice, translucent flares.

SATURN SCREENS

The shield on the Saturn version is made up of lots of coloured dots, giving it a slightly speckled look.

The Saturn version's sky is flat and moves around from side to side in the distance, only with a slight shimmering effect.

On the Saturn it's possible to get this high off the ground, whereby the ship slowly falls to the floor. It's more like flying a plane.

On the Saturn, the missiles look weird because the smoke is made up of speckled white rings.

SEVEN COURSE MEAL

There are six main courses on which to compete in *Wipeout*, as well as the special bonus track, Firestar. The regular racing class is "Venom", but the "Rapier" mode can be accessed once the championship has been won. This doesn't just make the game harder – it makes it faster, as well as changing the appearance of the track by altering the time of day and adding some other lighting effects.

Venom Altima VII is set at night...

...But it's during the day in Rapier mode.

These green statues are lit differently in Rapier.

The tunnel up ahead is lit with strong red lights.

The track in Venom is light grey, with no lighting.

In Rapier mode, the track's darker with coloured lights.

Korodera's a dark, industrial zone with a dirty skyline.

The sky and scenery are much nicer in Rapier.

Arridos IV looks great in the middle of the day...

...But it looks much better with the sun setting.

The daytime sky fits well with the icy scenery.

In Rapier class, the Northern Lights can be seen.

You can see how tricky FireStar is from the map.

These sections have got excellent lighting effects.

BOOMBASTIC!

One of the coolest things about PlayStation *Wipeout* was the music. The Saturn version's got all of the brill music which was done in-house (Cold Storage), but the Chemical Brothers, Orbital and Leftfield tracks have been replaced. One of the new tracks is good and it blends into the game well, but the other two are a bit poop.

COMMENT

I bought my PlayStation on the day of release just for *Wipeout*, and I think it's still one of the best games going. The biggest problem for the Saturn version is that it's going to be compared to the PlayStation game so much, and that's where it's going to lose out. Everything is worse than it was, most noticeably the useless handling of the ship – it really is a rough conversion of an excellent game. The actual racing's very fast, faster than the PS version, though the jerky frame rate makes it tricky to see what's going on. Also, the handling's changed but the courses haven't, ruining the perfect difficulty curve. For example, when flying in the Feisar (sharpest steering) on the Silverstream course, it's not possible to get around the course without hitting the edge, therefore it's VERY FRUSTRATING! However, there are lots of people who haven't played *Wipeout* before and they'll think that this is great. But those hoping for the PS game on their Saturn will be disappointed. Sorry, but it's true.

ED LOMAS

The introduction sequence shows the start of a F3600 race.

RATING

A classic game which has lost a lot of the original's charm in transition. Still it's a good title, and way better than Cyber Speedway!

PC CD ROM

ROBOT BATTLE | BY LOOKING GLASS | £44.99 (UK) | 1 PLAYER

- AVAILABLE NOW
- UPDATE DISC + PLAYSTATION VERSION PLANNED
- NO VERSIONS AVAILABLE

- STORAGE 1 CD
- PUBLISHED BY VIRGIN NO : 0171 368 2255

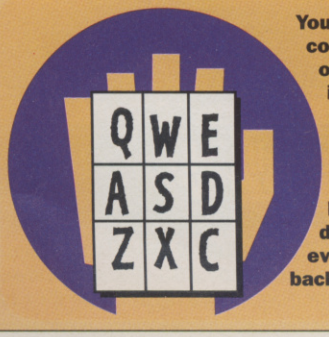
Robot war games are THE thing at the moment! We've got *Gun Griffon* on the Saturn, we've got *Krazy Ivan* on the PlayStation. Well, maybe not that one. But we have got *Terra Nova*. And it kicks metal mutha ass!

The programmers of these robot games, who are they trying to kid? They always make their games seem so serious. Strategic battlefields filled with enemy emplacements and targets to locate. Cue plenty of made-up technical jargon and important-looking numbers flashing on screen. If we wanted a serious wargame we'd buy a flight sim or a helicopter shoot 'em up. When we buy a robot game, we want A ROBOT GAME!! We want to stomp around in a huge hydraulic ass-kicker, boosting from mountain to mountain on our jump-jet legs and reeling off skull-sized cannonballs from chainguns mounted to our forearms. And when we're done trashing the planet, we want to jump straight off it and find another one to boot around like a football! That's what robots are about, and by God that's WHAT WE WANT! Looks like we've got it too, sonny jimbo!

SUIT YOURSELF!

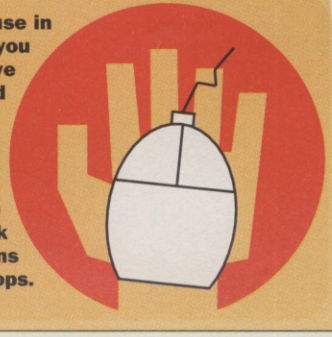
Trust us, if you've ever fancied stomping around in robot-battle armour, you've wanted it to be LIKE THIS! *Terra Nova* has every robot-power you could ask for. It makes Iron Man look like a gold guy in his underpants. Just take a look.

For a start, the control system is fiendishly instinctive...



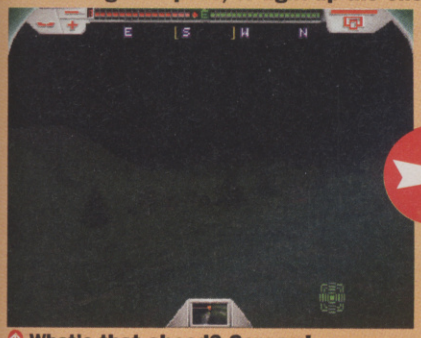
Your left hand controls a square of keys, which instinctively allows you to run in any direction and twist your head left, right, up or down. You can even side step and back-jog.

With the mouse in your right hand, you can swiftly move the sight around screen, targetting enemies, or clicking on the display windows to change weapons, lock onto map locations or speak to troops.



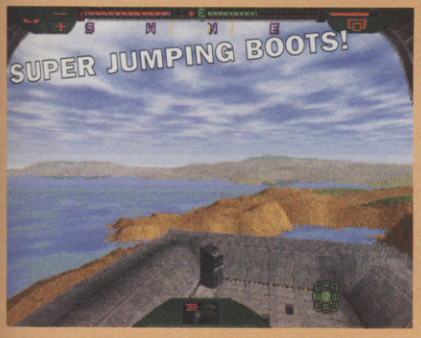
DARKSTALKERS!

Robots don't need carrots to see in the dark – they just switch to infravision! On some nightime scouting missions you have to avoid confrontation altogether – sneaking around ninja-style and firing off electro-magnetic pods, to light up the enemy on your radar!



What's that ahead? Scream!

Oh, they're trees. Heh.



You can leap from mountain to mountain, thanks to your robot-suits hydraulic legs. Excellent for admiring the view and leaping out of trouble!

You don't have to peep through a minky letterbox slot. Full-screen goggles and a brilllliant 360 display can be switched on and off with ease!

WOAH, JUST HOLD YOUR HORSEPOWER!

Okay, it's not just a free-for-all robot riot, at least not in the main game. There is a plot and in it you play a man called Nikola. Don't worry, it gets better. You're the squad leader of Strike Force Centauri – a team of robo-suited soldiers enlisted to protect the citizens of Centauri. In other words, you get shipped from planet to planet to kick evil pirate ass in your big robot battle armour. There's a bit more to it than that, including some hefty intrigue that unfolds through the atmospheric FMV intermissions. But you don't need to worry about that. All you need to know is what your next mission is – and then you jump out of the dropship hangar bay. Yee-haah!

No, you aren't this ugly. This is your suit.

Once you've completed a mission, you can call on your dropship to come and pick you up.

Once it's landed, just tell them to open the hatch and you're in. A mission well done!

DRONE, DRONE, DRONE

It just keeps getting better! You even get remote camera drones to control!

They're launched like grenades and can be steered or sent to a location!

Heheh, look I've steered this one back so it can see me. There I am on the display!

Banzai, I've blown it up. Never mind, plenty more where that came from.

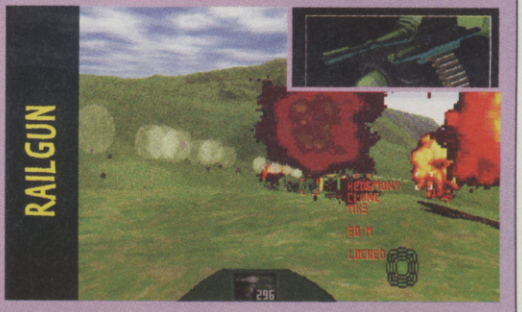
CHOW ON THIS!

You've got infravision, 360-degree eyes and jump-jet legs, but it doesn't end there! On each arm you have twin-mounted weapons! The selection's too large to show, so here's just a few of 'em!

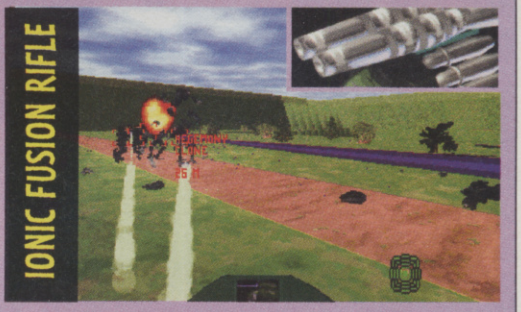
MULTI-PULSAR

GRENADE LAUNCHER

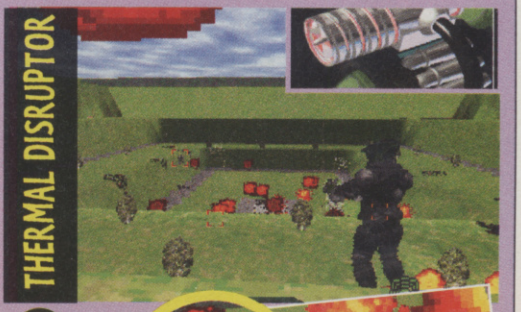
RAILGUN



IONIC FUSION RIFLE



THERMAL DISRUPTOR



MOVE IT, YOU 'ORRIBLE LOT!

You're a squad leader, right? So that means you've got a squad! Up to three Strike Force members can accompany you on missions, including demolition experts, weapons specialists and electronic engineers. What's more, you can bark orders at them!

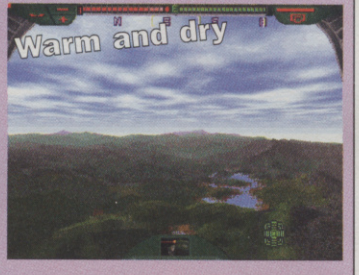
The left display box calls on individual members of your squad. Sheesh, they're an ugly bunch.

Tell 'em what to do. Send 'em off to do all the dirty work if you want. They belong to YOU!

That's right, let them take the pain. Haha, you can just stand and watch – a prince with power over millions!

WEATHER ME BAD!

Ah, the life of a robo-suited warrior god! One day you're freezing your wingnuts on the iceworld of Fridgia, the next you're a boiling tin of human flesh on planet Sun. The weather conditions in *Terra Nova* are particularly good. During lighting storms, you can even count the time between the rumble and the flash to work out how far away the storm is and whether it's coming or going!



AR, NICE BIT O' SOIL, DAT!

Coming from Looking Glass Technologies (who brought us Flight Unlimited) you'd expect the landscapes to be impressive, and they are! They really stretch off as far as the eye can see too! You can run off to any hill you see, no matter how far it is. In fact, sometimes you need to, when hordes of evil alien pirates are after your knackered robot-hide.

FULL-ON ROBOT CHUBBY!

***Terra Nova* doesn't have a link-up feature. But never fear, because Looking Glass intend on bringing out a network patch later this year, allowing multi-player robot frenzies. This should prove brilliant as players can join in squads or have one-on-one battles. The Random Scenario Builder already in the game gives a taster of what an all-out robo-fest feels like, as you set up the weaponary, terrain and enemies as you desire!**

Are you gripped by robot fever yet? Well, perhaps a final taster of The Battlesuit in action will convince you of this game's top robot action! On this level you have to intercept a pirate weapon convoy before it reaches the enemy base. Let's go!

Touchdown! Now head to the interception point quickly!

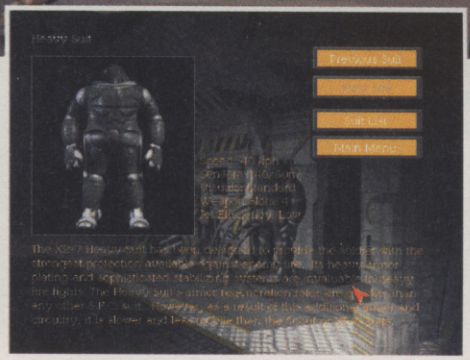
Uh oh, pirate scouts have spotted your squad. Target and destroy!

Area secured. And just in time – here comes the convoy!

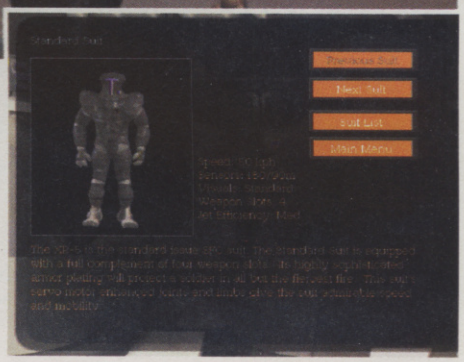
The trucks mustn't be harmed. Easier said than done in a firefight!

No trouble, I'll take you all on! Hey, the trucks are escaping!

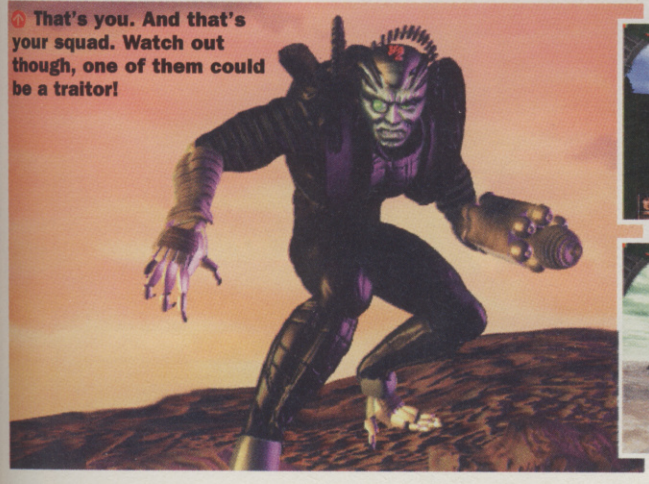
You get three types of robot suit to choose from. This is your stealth scout one.



And this is your rock-hard battle armour. Slow, but it's like a tank with legs.



That's you. And that's your squad. Watch out though, one of them could be a traitor!



COMMENT

I've been waiting for a good 3D robot battle game to come out ever since the impressive-for-the-time *Battlecorp* on Mega-CD. *Krazy Ivan* certainly wasn't it, and just when an excellent offering in the form of *Gun Griffon* on the Saturn arrives, I get totally distracted by *Terra Nova*. It's excellent! The programmers have obviously always wanted to roam around in high-power battle armour, because they've included everything you could possibly want n a real robot war-suit. Masses of deadly weaponary on the arms, excellent hydraulic jumping power, drones, multiple cameras and running power. And it's not complex to control at all. I'm not a big fan of PC 'sims' that use a million keys – fortunately *Terra Nova* is extremely simple and obvious to pilot. What's more, ordering your troops around – getting them to clear the area, repair your suit, head for targets – is excellent. You can even do it on the fly, and you need to, because the missions really are warzone madness! Add to this, brilliant surround sound and a good plot atmosphere and this is the best game of its type I've played. I can't wait for a networkable version, so I can blow Lomas into metal trash!

TOM GUISE

They're getting away. Must u-use j-jumping boots to r-reach them!

Phew, just in time! Another job well done for Robo-Tom!

Now just call the drop-ship and head for the pick-up point!

RATING

As robot battle games go, this is the most playable one around! You can do anything! If it had a network option it may well have scored 5.

PC CD ROM

SHOOTER | BY PARALLAX | £TBA | 1-8 PLAYER

- AVAILABLE NOW
- USA IMPORT AVAILABLE
- NO VERSIONS PLANNED
- PLAYSTATION, PC CD-ROM PREQUEL AVAILABLE
- STORAGE 1 CD
- RELEASED BY INTERPLAY NO : 01235 821666

The sequel to one of the greatest games ever hits the PC with loads of new features! Anti-gravity hi-speed laser death in *Descent 2*!

DESCENT II

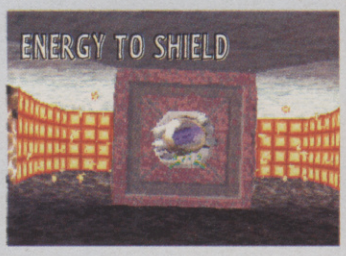
D*escent* has become a classic PC game. It was placed alongside *Doom* as the greatest 3D shoot 'em up available, and many people feel that it's THE best available. Now that *Quake* is on the way with a similarly 3D game engine, *Descent 2* is released. Is it enough to keep it near the top of the heap? Just don't forget your sick sacks.

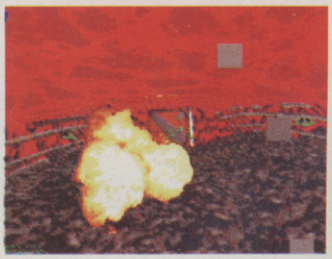
TONKIE – THE HELPFUL ROBO PAL!

One of the more major enhancements to *Descent 2* is the new Guide-Bot. He's contained in a cage somewhere in each of the regular levels, and when released will search out any items you request. For example, if you're desperate for a shield power-up, bring up his list of commands and send him off in search of one. He can also find enemy robots, hostages, the exit, the reactor – anything!

INTRIGUING NEW ITEMS

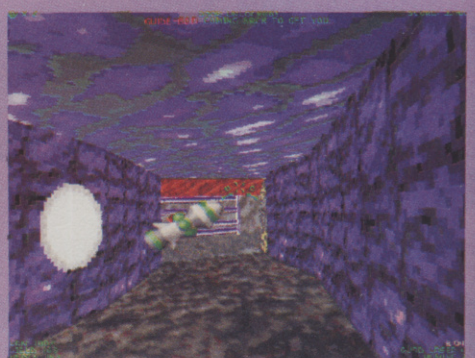
Some of the new items and weapons available to *Descent 2* pilots are really clever. The Energy-to-Shield Convertor, for example, which transfers any energy in excess of 100 to the ship's shield unit. As well as this there are headlights, afterburners (a bit like having a "run" button), a new Super Laser (up to level 6), a Gauss Cannon (powerful Vulcan Cannon), Omega Cannon (mega powerful), Phoenix Cannon (bouncing shots), Helix Cannon (mega Spreadfire). There are also loads more missiles and bombs, giving pilots a better chance against the all-new enemies.





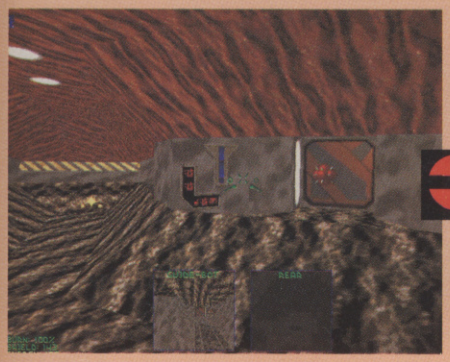
LITTLE DROID LOST

Markers can be dropped anywhere is a level, and a line of text describing the area can be left with each one. These aren't only useful for remembering where you've been – in multi-player mode, they work as surveillance cameras!



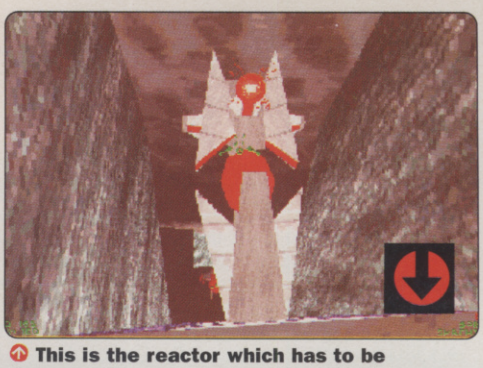
YOU CHEATING SPUD!!

By the way, veteran Descent players wanting to cheat are going to be a bit annoyed. Anyone trying the GABBAGABBAHEY cheat from Descent 1 will soon find that they'll get something horrible done to them as punishment! Blast!

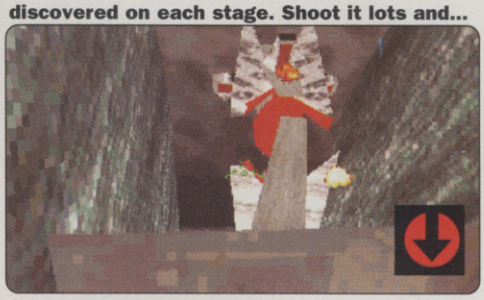


This bit's a bit tricky and I'm not doing very well. I think I'll sneakily cheat to get some extra goodies...

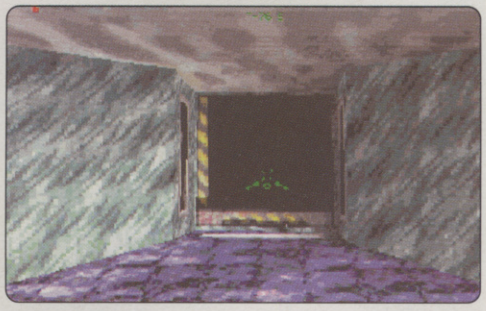
...what? "Take that cheater!" it says as it reduces my energy and shields to 1! Darn. It's a stupid game anyway.



This is the reactor which has to be discovered on each stage. Shoot it lots and...

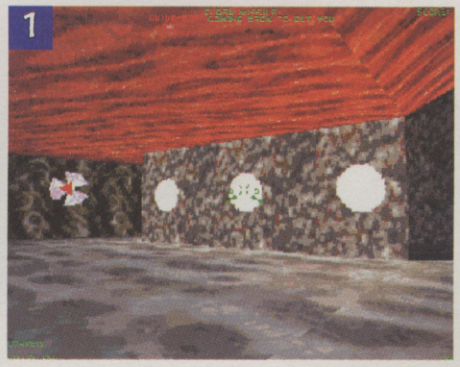


...it blows up! You then get a short time to find the exit door (below) before you're toast!



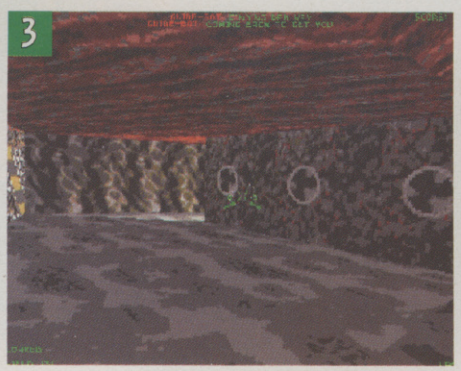
ON BOARD CAMERA!

Whenever a missile is fired, a small box appears at the bottom of the screen showing where it's gone. It's useful for seeing where homing missiles go once they've gone round corners, and it looks pretty cool.

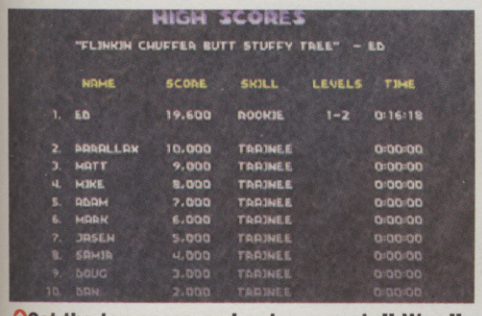


Lighting in Descent 2 is impressive too....

...as you can tell by shooting the lights...



...which makes the level all dark, like. Brill!

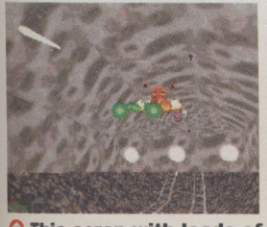


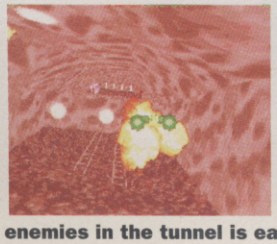
Get the top score and enter a quote!! Wow!!

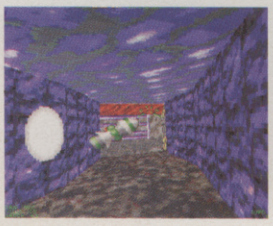
COMMENT

I like *Descent*. The total-3D game engine is still one of the most impressive around, and the feeling of complete immersion into the game is fantastic. *Descent 2* is very easy for players of the original to get into, seeing as the control and style of the game is identical, but the new features become apparent straight away. The Guide-Bot is an excellent idea, although it's not that useful at the start of the game, unlike the incredible new super weapons! Though it's not a particularly bad thing, the game is pretty much identical to *Descent*, and with the number of home-made levels available for the original on the internet, *Descent 2* doesn't seem quite so worthwhile. The new features make up for this, however, with lots of things which weren't possible in the first game. The multi-player mode of *Descent* was one of the best parts of the game, and a load of enhancements to this area make *Descent 2* worthwhile for network players. The original's got a massive following and *Descent 2* will appeal to all of them instantly, but some people may want a bit more from a sequel. I don't – it's brilliant.

ED LOMAS







This scrap with loads of enemies in the tunnel is easy with the Plasma Gun.

RATING

While it's not a massive change from the original, Descent 2 adds enough new levels and good features to make it worth the money for fans of 3D shooters.

PC CD ROM

VIRTUAL SNOOKER

SPORT
£ TBA
BY INTERPLAY
1-2 PLAYERS

- PC PREQUEL AVAILABLE
- NO OTHER VERSION AVAILABLE

Virtual Snooker is the follow up to last year's successful and brilliant *Virtual Pool*. The game's best feature is the way that the mouse is used to hit the cue ball by stroking it as you would a cue, giving a more realistic edge to the game. Also, the game's presented by Steve Davis so there's lots of interesting film of him playing snooker, as well as lots of tips on how to play the game. The biggest problem with *Virtual Snooker* is that it's totally identical to *Virtual Pool* - even down to the one annoying fault with that game: When the cue ball is on the cushion, players can still put backspin on the ball by hitting though the cushion. It would have been sensible to fix this. Also, snooker doesn't make quite as much of an exciting video game as pool, so I'd recommend *Virtual Pool* over this. But it's still good.

ED LOMAS

PlayStation™

PRIMAL RAGE

FIGHTING
£ TBA
BY PROBE
1-2 PLAYERS

- OUT NOW
- IMPORT USA
- SATURN
- VERSION PLANNED
- MD,SNES,PC, 32X VERSIONS AVAILABLE
- RELEASED BY TIME WARNER

⊕ A disappointing conversion of a not-so-hot coin-op. Even fans of the coin-op will find this a let down.

While it's always claimed that *Primal Rage* was a successful coin-op, no-one's ever met somepne who likes it. The best features of the game were it's unique stop-motion dinosaur graphics, but even those have been totally ruined in the PlayStation version. The characters appear to have been made up from three colours, making them look like Mega Drive graphics, and the animation is awful. Don't be fooled by the pictures on the box – they're from the arcade version. The slightly dull game play of the original has also been ruined, making for a slow, jerky game which should really have been forgotten many years ago. The best feature? The sounds that your buttons make on the high score table. Other than that, it's a total wase of money, and even the arcade fans will hate what has been done to it. Crap.

ED LOMAS

PC CD ROM

KINGDOM 'O MAGIC

ADVENTURE
£ TBA
BY SCI
1 PLAYER

- OUT NOW
- SATURN AND PLAYSTATION
- NO OTHER VERSION AVAILABLE

Humour in games is a good thing. Except in *Kingdom 'O Magic*, where it's so apallingly unfunny that it can put anyone off from ever wanting to play the game. The "humour" in question is the sort of thing that you'd expect to find in a late-night Australian low budget sketch show. The graphics are all rendered, though some of the characters look like plasticine models made by five year olds. The characters are all poor as well - Shah-Ron the Girlie, the camp hairdresser in pink, the saluting German wig salesman in a Nazi uniform – in fact, the game could well offend many people with its poor taste. There are some interesting new features which save the game from being totally useless – the time of day changes and some things only happen at certain times, and characters move around with items. It's hard to play without cringing, though there are bound to some freaks who think that it's funny, and therefore worth buying. That's not very likely.

ED LOMAS

JAGUAR™

MISSILE COMMAND

SHOOT EM-UP
£ 49.99 (UK)
BY VIRTUALITY
1 PLAYER

- OUT APRIL
- RELEASED BY : ATARI

⊕ Look! A respectable Jaguar game! The solar flare looks especially excellent in the Virtual MC mode.

At one time Atari were having serious talks with Virtuality Entertainment Ltd, regarding the possibility of a VR headset for the Jaguar. The proposed game for release with that peripheral was to be an incredible remake of the 1981 classic *Missile Command*. Well, the headset didn't happen, but the thankfully the game has – albeit in conventional 2D. All told it would have been a crime not to. *Missile Command 3D* almost singlehandedly repairs the Jaguar's wounded reputation by offering two profound variations on the original game – which is also included. *3D Missile Command* is played in exactly the same way as the classic original, only with great new visuals and FX. But it's *Virtual Missile Command*, which places you inside the three bases, and offers a cool range of power-ups, which really brings the game bang up to date. If you're still into *Tempest 2000*, this is a cool alternative.

PAUL DAVIES

MEGA DRIVE

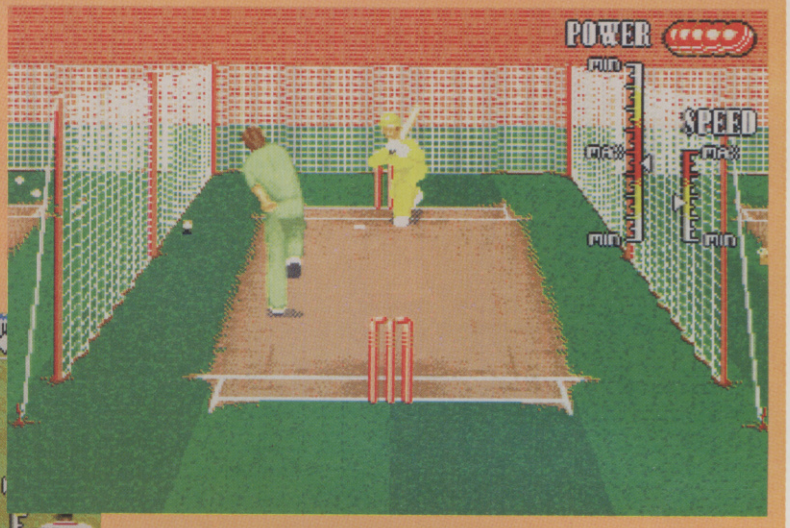
BRIAN LARA '96

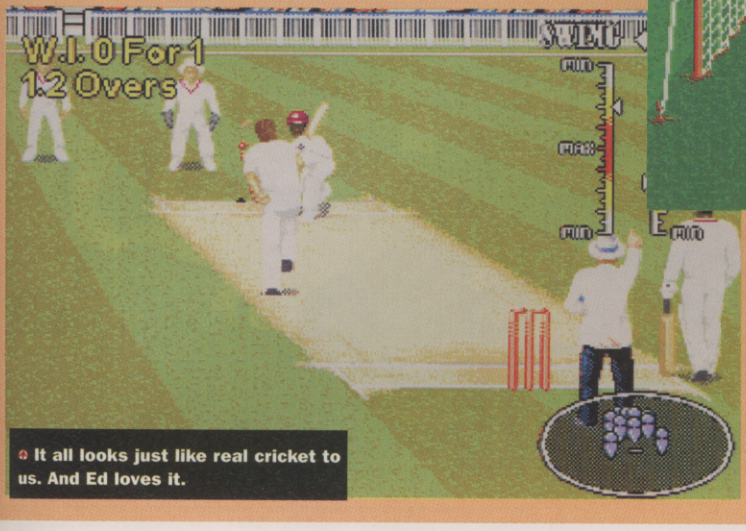
SPORT | BY AUDIOGENIC | £ TBA | 1-4 PLAYERS

- OUT 10 th MAY*
- SATURN VERSION PLANNED
- MD PREQUEL AVAILABLE
- RELEASED BY : CODEMASTERS

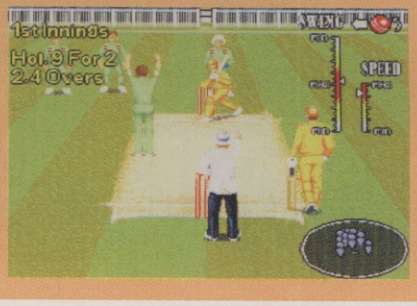
The orginal *Brian Lara Cricket* game sold far more than anyone could have possibly imagined. In fact, it stayed at number one in the UK charts for 10 weeks in a row last summer. Because of this, there's now a 1996 upgrade. The new features include a practice net, county teams, different tournaments, varying weather conditions, dropped catches, etc. The game is obviously not aimed at owners of the original as it's so similar, and the new features definitely don't make this worth buying as well as the first game. Some of the new features are just annoying, too – the overthrows, for example. If a player presses "A" to throw the ball to the top end, occasionally the ball will be thrown in the opposite direction and off for 4 runs! The music stinks, but the new features make it worth buying over the first game if you haven't got either, and it's jolly good fun.

ED LOMAS





It all looks just like real cricket to us. And Ed loves it.



PC CD ROM

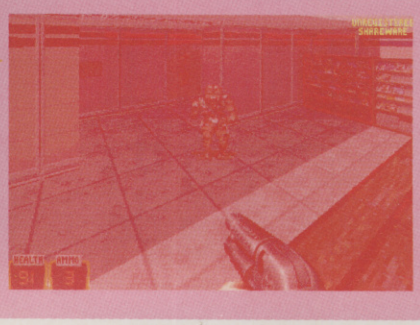
DUKE NUKEM 3D (SHAREWARE)

SHOOTER | BY APOGEE | £ 44.99 | 1-8 PLAYERS

- OUT TBA*
- NO OTHER VERSIONS PLANNED
- NO OTHER VERSIONS AVAILABLE
- RELEASED BY : US GOLD

We previewed *Duke Nukem 3D* in issue 171 and said how promising the game could turn out to be, and now that the shareware version's available, our initial reactions have been proven to be true. All of the good points of *Doom* have been included – blood, death, excellent 3D graphics, quality sound, guns, puzzles, aliens – everything that made that game so good. The best part of *Duke Nukem* is that the first versions were put on the internet and players were asked to suggest ways in which it could be improved, and the results show! Plenty of extra features, like a view from behind the player, mouse aiming and loads of excellent multi-player modes mean that it's an excellent game for *Doom* fans who want something other than *Quake*. The high resolution graphics are a lot more advanced than *Doom*'s, but without being so advanced that they need an extra-powerful PC to run them at a sensible speed – there aren't the floors-above-floors which slow games down a lot. Since the very early version (which was reviewed by some people), the shotgun has been completly redesigned, as we said it would, and now looks like a rock-hard death gun rather than a grey banana. Anyhow, 3D shooter fans – and there are lots of them – will love the original ideas and it's well worth a look by everyone. Look out for a big review of the final shop version soon in CVG.

ED LOMAS



The scene here takes place underwater. Almost as effective as Quake.

PC CD ROM

WORMS REINFORCEMENTS

STRATEGY | BY TEAM 17 | £14.99 | 1-4 PLAYERS

- OUT OCT 95'
- BILLIONS OF PREQUELS AVAILABLE
- NO OTHER VERSION AVAILABLE
- RELEASED BY : OCEAN

Worms Reinforcements is an official upgrade pack for one of the most popular games around. It offers the chance to customise their games more than before, with level and sound editors. The latter of these is the best, as it automatically converts all sound samples to worm-like voices! Other new features include time-delay mines, booby-trapped weapon crates, super versions of the existing weapons, a properties editor (gravity, friction, etc.), various remixes of the theme tune (rock, dance, etc.) and many more. There's a totally new weapon – the Mole Bomb – and others are enhanced. As well as all this, Worms can be played on a network, by modem or by serial link. Most of this cound have just been put on the internet for free, and they don't really add all that much to the game, but to the many fans of Worms, it's plenty.

ED LOMAS

PC CD ROM

NBA LIVE '96

SPORTS | £44.99 | BY HITMEN PRODUCTIONS | 1-4 PLAYERS

- OUT NOW'
- SATURN AND PLAYSTATION
- NO OTHER VERSIONS PLANNED
- MD AND SNES VERSIONS AVAILABLE
- RELEASED BY : ELECTRONIC ARTS

EA's *NBA Live* series has become one of the collection of sports games to get an annual upgrade, so the '96 version was only to be expected. The big thing about this version is that it boasts EA Sports' Virtual Stadium technology, giving a complete 3D arena in which to play. The courts are all reflective, like the PlayStation's *Total NBA*, and the actual sports hall looks better than that game – but the downside is the characters. They are all sprites, making them look slightly out of place on the 3D court, and they're not particularly detailed either. The game plays fairly well, using a concise three-button control system, though the players don't do quite as much as they should. There are loads of options and features, and B-Ball fans may like it, but it's really just another PC sports sim which isn't quite up to scratch.

ED LOMAS

JAGUAR™

NBA JAM: T.E.

SPORT | BY HIGH VOLTAGE | £49.99 | 1-4 PLAYERS

- OUT TBA'
- RELEASED BY : ATARI

After the success of *Jam: TE* on just about every single format, there was every hope for the Jaguar version to succeed. Of course you already know that it hasn't. Question is why – given that the Jag is more than capable of handling the game? Well it's all down to a different conversion team. Instead of the Iguana, Atari gets High Voltage, who seem to have attended the same music college as Miracle Design (Atari Karts) – ie bad. Plus the graphics are little better than 16-bit. While the gameplay escapes largely unscathed, it's none too smooth either. Despite the promises made on the back of the box, this is not arcade-quality. For that you should look to the PlayStation. It's good to see Atari still supporting their machine with a new Team Tap multi-player adapter, but it's a waste on this game.

PAUL DAVIES

PlayStation™

PANZER GENERAL

STRATERGY | £TBA | BY SSI | 1 PLAYER

- OUT TBA'
- RELEASED BY : MINDSCAPE

"Such fun that even non-wargamers are likely to find themselves hooked." That's the quote from Computer Gaming World on the back of the box. Goodness knows who they are, but they're bloody liars, because this is one hardcore strategy game. Set in 1939, this puts you in the stomping boots of a German General and gives you the opportunity to march across Europe and win World War II. Cool, eh? If however, you're expecting plenty of awesome battle scenes, you're going to be a bit disappointed. Imagine instead, a board game of the World covered with hexagons and lead soldiers, with a tape playing cannon sounds in the background. The thing is, I did find it fun. If you enjoy global domination-type board games, you may well like this game.

TOM GUISE

Position your troops in the best possible strategic, er, hexagon box... and think of home!

SEGA SATURN

ALONE IN THE DARK 2: JACK'S BACK

ADVENTURE
£44.99
BY INFOGRAMES
1 PLAYER

- OUT MAY
- PC AND PLAYSTATION VERSIONS AVAILABLE

With so much attention on Capcom's *Resident Evil*, it seems everyone is forgetting the company who originated this kind of game – Infogrames. *Alone 2*, originally released in 1993, is more action-based than the first adventure. Central character Ed Canby is immediately confronted by a bunch of bogeymen, armed to the teeth with murderous intent. While Ed is busy taking care of those – equipping himself with guns discovered as he patrols a spooky mansion (sound familiar) – there is the mystery of Jack the Pirate to solve. Conundrums are intriguing, the plot is involving, but the gameplay is showing its age. Ed moves slow, and is clumsy to control. The applied textures are scruffy-looking, and the music is quite dreadful in places. Some players may find the storyline worth the trouble, but three years down the line, *AITD2* struggles.

PAUL DAVIES

SEGA SATURN

TOSHINDEN REMIX

BEAT 'EM UP
£TBA
BY XXXXX
1-2 PLAYERS

- OUT MARCH
- NO OTHER VERSION PLANNED
- PLAYSTATION VERSION AVAILABLE

Goodness knows why, but Sega are responsible for bringing this game out over here. Madness when you consider they have the greatest 3D beat 'em up in the form of *VF2*. Toshinden was an interesting title when it was first released on PS at the end of 1994, due to its impressive textured 3D. But when we reviewed the Saturn version on import a few months back, it was clearly put in its place. Even if the graphics on Saturn version matched those of the PS (which they don't) it still has poor gameplay. This was really drummed home to us when we got to grips with *Toshinden 2*, which suffered from the same laborious limited feel. We weren't honest when we gave Toshinden S 76%, especially considering the alternatives available. So lets redress the balance: *Toshinden S* isn't awful, it's just no good.

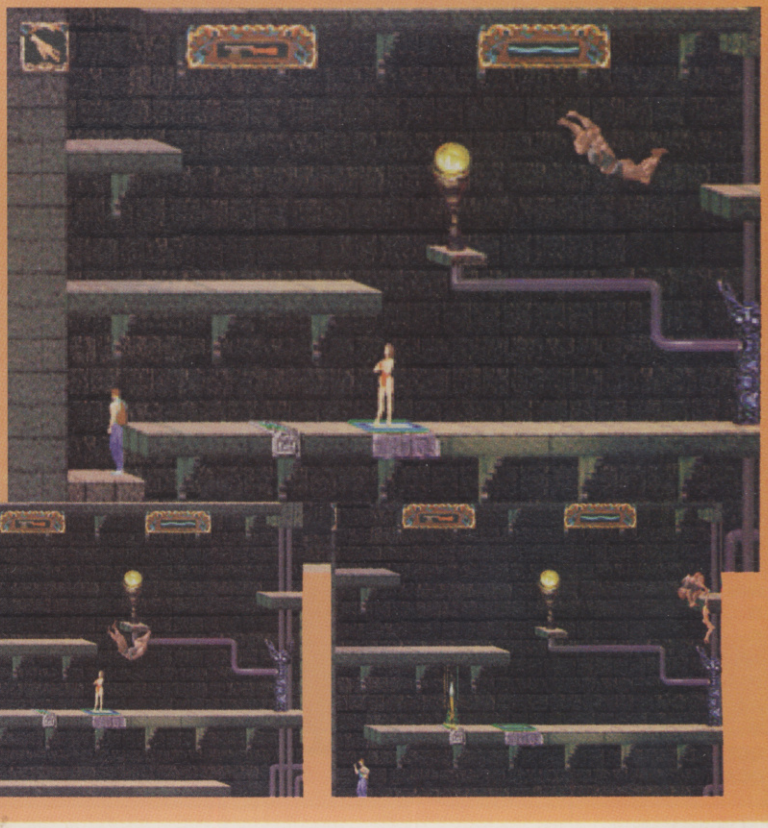
TOM GUISE

PC CD ROM

BERMUDA SYNDROME

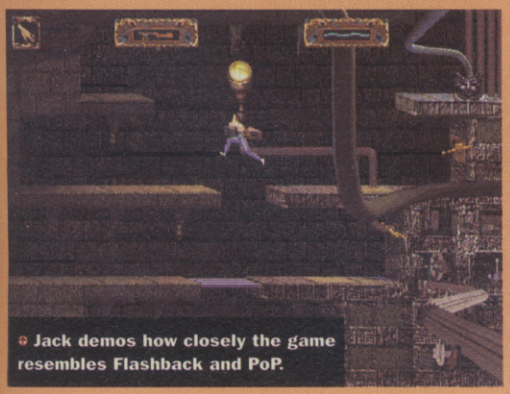
ADVENTURE
£TBA
BY CENTURY
1 PLAYER

- OUT MAY
- NO OTHER VERSION AVAILABLE
- RELEASDE BY : BMG



Flashback. That's the first thing anyone will think when they play this game. The graphics and style of are almost identical, and they come out pretty even with one another in terms of game play. All of the characters and enemies are excellently animated, and they're all made from rendered 3D models, meaning that they look very realistic. The sound effects are worth mentioning, as they add lots to the already brilliant atmosphere. Some of the puzzles are a bit obscure, but, like *Flashback* and *Prince of Persia*, they can all be overcome with a bit of thought. The control of the main character is excellent, and after only a few minutes of play, it's possible to make him do just about anything without thinking about it. The game is very big and there's always something happening, unlike many other games like this. This is an excellent buy.

ED LOMAS



Jack demos how closely the game resembles Flashback and PoP.

WRESTLEMANIA PLAYER'S GUIDE

Are you one of those people that can't pull off Doink's Joy Buzzer, or maybe you just can't get to grips with Bam Bam's Pogo Piledriver? If you're one of these people, then don't be disheartened, read the following pages and everything will be alright.

The moves that we've printed are those that have not been listed in the WrestleMania manual. Some of the moves in the manual can get multiple hits, and we've listed those as well.

Note! Bam Bam Bigelow and Yokozuna are not featured in the SNES and Mega Drive versions, and some other moves don't work on the 16-bit versions. These moves are marked.

DOINK THE CLOWN

Non-Listed Moves

The Joy Buzzer	**Charge P for three seconds, release.**
Boxing Glove	**Punch P quickly**

Moves In Head Lock

Head Dive	**D, D+PK, then tap K to repeat move**
Joy Buzzer	**QCT+P**
Hammer	**T, T+PK, then tap K to repeat move**

Super Combos

19 HIT	**PK, PP, P, PK, K**
18 HIT	**PP, PK, K, P, PP, PK**
16 HIT	**PK, PP, P, K**

SPEED UP: To speed up your player, roll the D-Pad 720 degrees toward your opponent, this can be done once per match. (DOES NOT WORK ON 16-BITS)

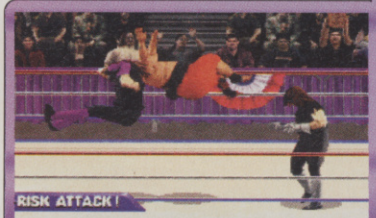
THE ART OF THE SUPER COMBO

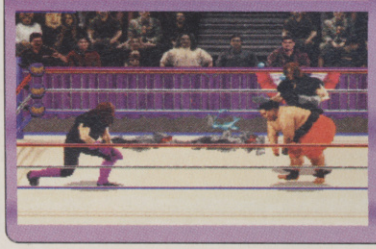
You may find it hard to fully understand how the super combos are activated, so here's an explanation.

Let's take Razor Ramon's 24 hit combo. This is done by pressing PP, P, K, PK, PP. To start off, your combo meter must be flashing, now lock your opponent into a head hold. Before pressing the sequence of buttons, tap Towards twice.

Now quickly tap Power Punch, this starts the combo with a series of punches. As soon as this starts, quickly tap Punch. This will cause Razor Ramon to kick his opponent.

Once the kicking has started, tap Kick, this will start the slicing motion. Follow up by tapping Power Kick, this will start the Rug Shaker move, now just keep hitting Power Punch to repeat the move.





KEY TO MOVES

T	**Towards**
A	**Away**
D	**Down**
F	**Forwards**
PP	**Power Punch**
P	**Punch**
PK	**Power Kick**
K	**Kick**
QCT	**Quarter Circle Towards**
QCA	**Quarter Circle Away**

THE UNDERTAKER

Non-Listed Moves

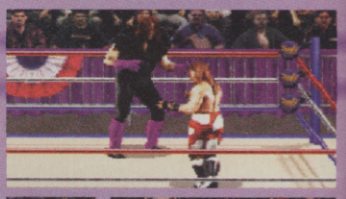
Choke Hold	**QCT+P**
Grim Reapers	**QCT+K**
Dizzying Reapers	**QCA+K**
Tombstone Smash	**T, T+PK then tap K to repeat move.**

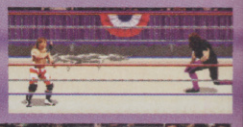
Moves In Head Lock

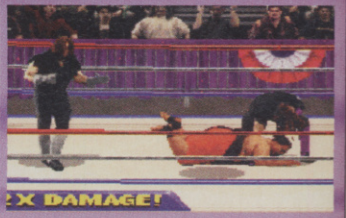
Tombstone	**D, D+PK**
Multi Face Slam (neck choke only)	**D, D+K the tap P to repeat move**

Super Combos

21 HIT	**PK, K, P, PP, PK**
17 HIT	**PK, K, P, PP, PK**
17 HIT	**PK, K, PP, P, K, PK**
14 HIT	**K, PK, PP, P**







BRET "THE HITMAN" HEART

Non-Listed Moves:

Sharpshooter	PP (next to floored opponent's feet)
Lunge Kick	A, A+PK
Flying Bulldog	Run then PP next opponent
Drop Kick	Charge PK then release

Moves In Head lock

Multi Face Slam	QCT+P then tap P to repeat move
Pile Driving Neck Break	T, T+PP

SUPER COMBOS

16 HIT	PK, PP, P, K, PK then tap P for extra hits
16 HIT	PK, PP, P, PK, K, P, PP
13 HIT	P, PP, P, K, PK
12 HIT	P, PP, PK, K

BAM BAM BIGELOW

NON-LISTED MOVES

Fire Throw	Charge PP then Run, release PP
Flying Neck Breaker	A, A+PK
The Incinerator	Climb turn buckle then any button
Ashes	D, D+P over lying opponent

MOVES IN HEAD LOCK

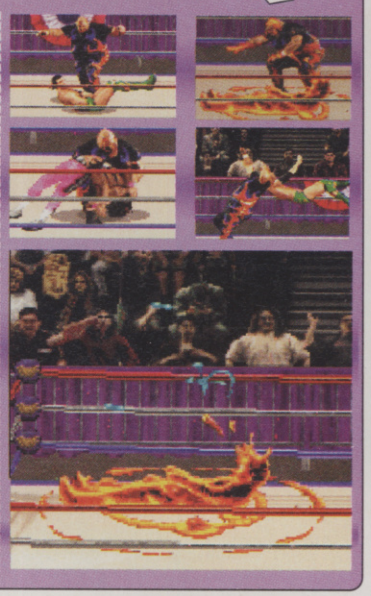
Pogo Piledriver	D, D+PK then tap PP to repeat move

POWER GRAB MOVES

Back Breaker	D, D+PK

SUPER COMBOS

22 HIT	P, PP, K, PK, PP
20 HIT	PP, P, K, PK, P
19 HIT	P, PP, PK, K, P



LEX LUGER

NON-LISTED MOVES

Mediaeval Mace	T, T+PK then tap K to repeat move
Power Grab	PP+PK

Moves In Head Lock

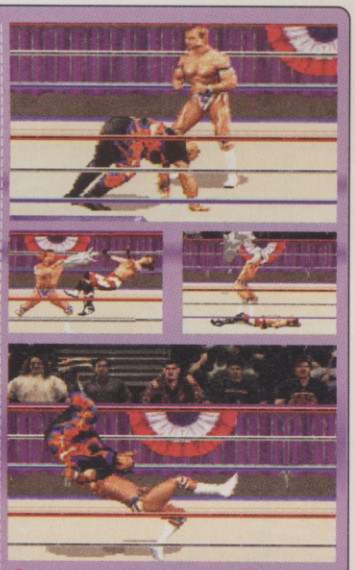
Elbow Smash	D, D+PK
Mace Smash	T, T+PK then tap K to repeat move

Power Grab Moves

Over Head Throw	U+PP (If near ropes, your opponent will be thrown out of the ring)

Super Combos

19 HIT	PK, K, P, PP, PK, BLOCK
17 HIT	K, PK, PP, P, K



Spank him on the nose old bean.

YOKOZUNA

NON-LISTED MOVES

Jab	QCT+P
Bum Splash	T, T+PK
Head Butt	P next to opponent
Salt Throw	Charge P

MOVES IN HEADLOCK

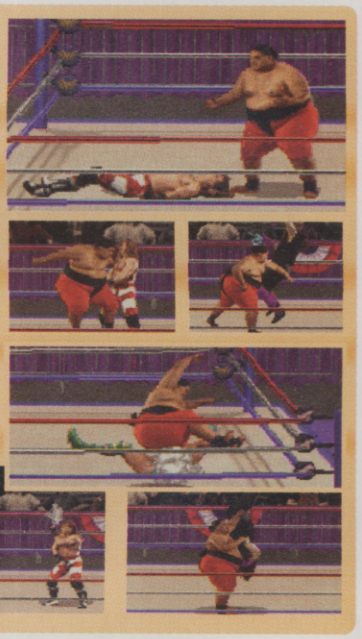
Vertical Suplex	D, D+PK

GRAB MOVES

Rag Doll Throw	D,D+PK

SUPER COMBOS

13 HIT	P, PP, PK, K, PP,P
10 HIT	PK, K, P, PP, PK



RAZOR RAMON

Non-Listed Moves

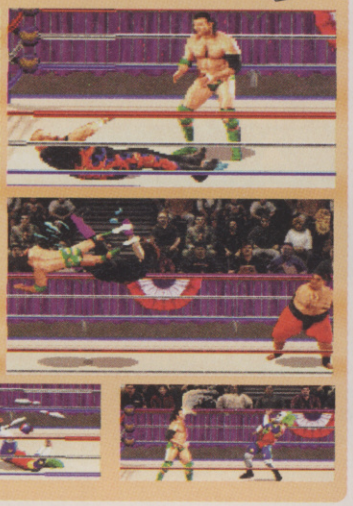
Slash	QCT+P
Dashing Slice	Charge P
Rug Shaker	T, T+K then tap K to repeat move.

Moves In Head Lock

Rug Shaker	D, D+K then tap K to repeat move

Super Combos

24 HIT	PP, P, K, PK, PP
21 HIT	PP, P, PP, PK, K, PP
21 HIT	PP, P, K, PP
16 HIT	K, P, PP, PK, K



SHAWN MICHAELS

Non-Listed Moves

Reverse Suplex	Charge P then release next to opponent
Drop Kick	Charge PK
Frankensteiner	T, T+PK
Multi Stomp	Run then hit K four times over opponent's body
Arm Breaker	T, T+P

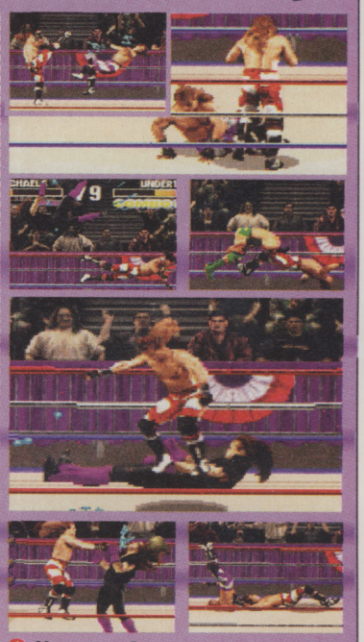
(DOES NOT WORK ON 16-BITS)

MOVES IN HEAD LOCK

Face Slam	T+PP
Multi Face Slam	T, T+K then tap PK to repeat move
Frankensteiner	T, T+PK

SUPER COMBOS

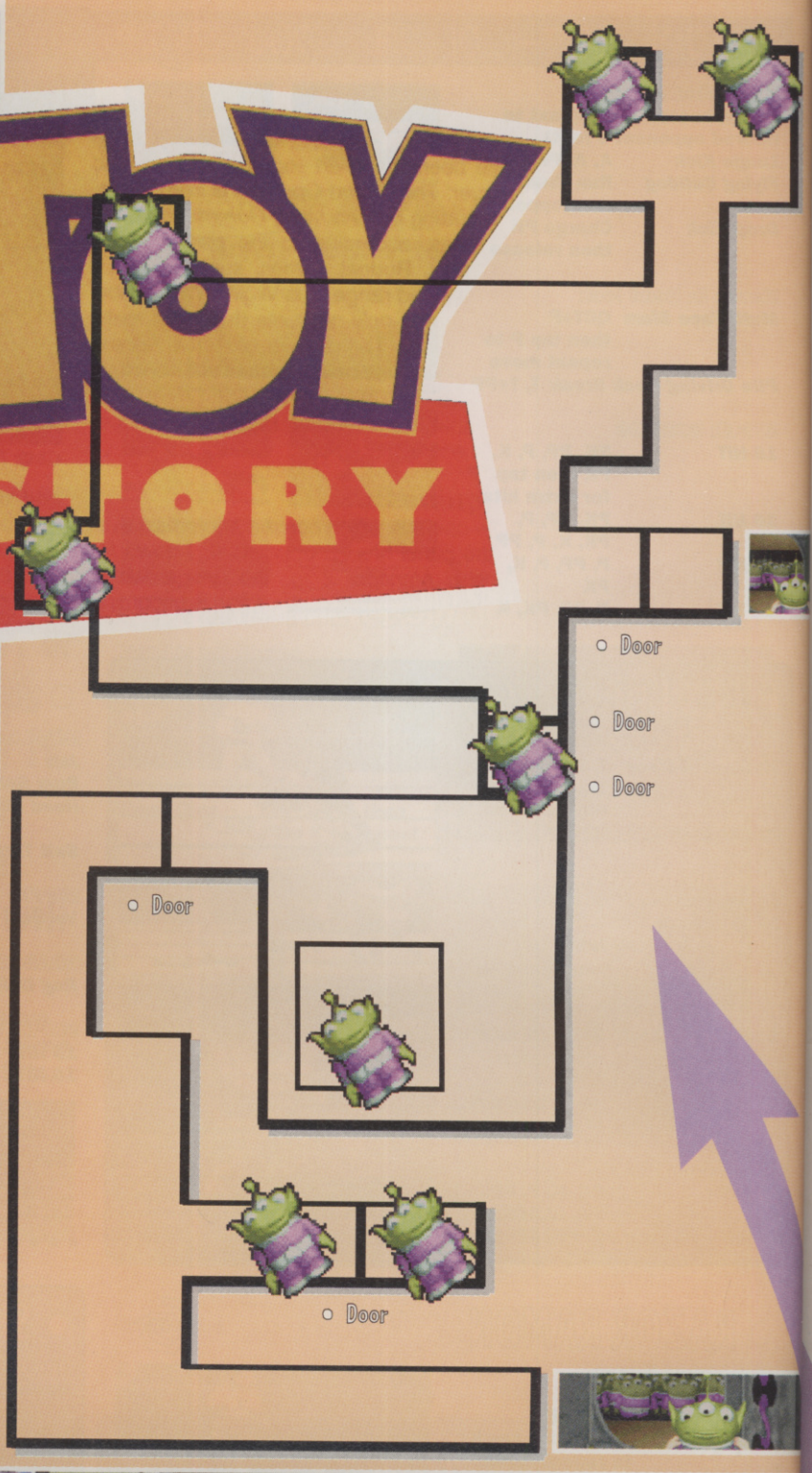
20 HIT	K, PK, PP, P, BLOCK
17 HIT	P, PP, PK, P, BLOCK
17 HIT	P, PP, PK, K, BLOCK
16 HIT	K, PK, PP, P



No mercy!

RANDOM SELECT: To activate random select, press UP and Start when on player select screen.

POWER UP: To power up your player whilst in the middle of a bout, roll the D-Pad 720 degrees away from your opponent, this can only be done once per match.



TOY STORY

Toy Story is a complete success on the big screen at the moment, and we are sure that the game won't do so badly either, so here are a few tips on the harder sections of the game. We haven't given a complete walk through guide, nor have we featured each level, as most of the game itself is pretty self-explanatory.

MEGADRIVE CHEATS

Before we begin, here are a few cheats for the MEGA DRIVE version that you may be interested in if you don't want to play the game all the way through normally.

LEVEL SKIP

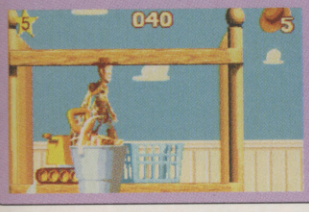
On the title screen type ABRACADABRA, you should hear a 'YEE HAAR!' sound telling you that the cheat has been activated. Start the game, if you wish to skip the level press START and A.

INVINCIBILITY

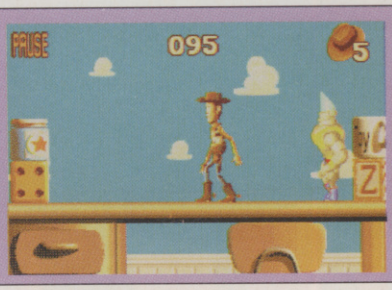
To activate the invincibility cheat, collect seven stars on the second stage and then jump into the toy box and press down for 10 seconds.

• LEVEL TIPS...

• LEVEL ONE: RED ALERT



To gather the last of the stars, wait for the crane to pull the bucket up, jump on to the the bucket and then jump up to grab the final set of stars.

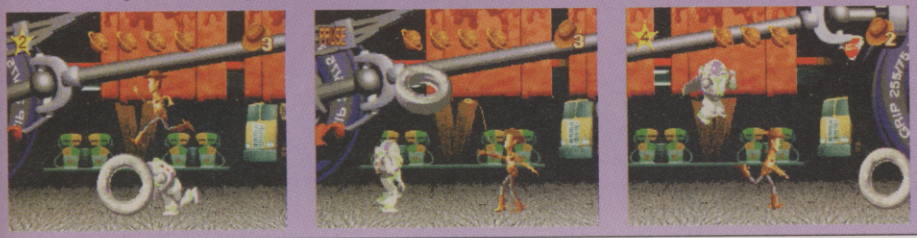


• LEVEL ONE: WOODY'S NIGHTMARE

To easiest way to defeat Buzz in your nightmare is to dispose of the rotating globes around Buzz using Woody's pull-string . Then stand on one of the blocks and wait for him to appear, avoiding his laser then hit him repeatedly with the pull-string.

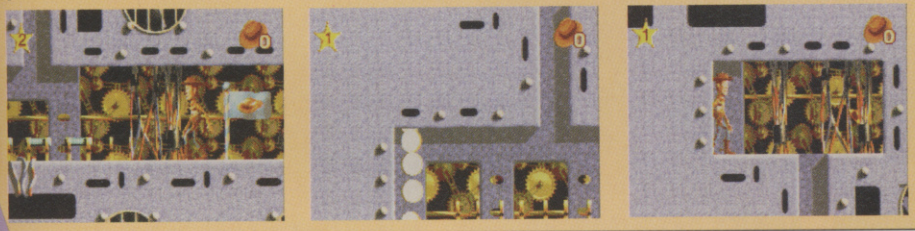
• LEVEL TWO: 2nd ENCOUNTER WITH A BUZZ

To capture Buzz using the tyre, first hit it using the pull-string, then hit it again to launch it into the air. Keep on moving the tyre towards Buzz and eventually you'll capture him. Be careful once you do catch him because he'll fly around the screen trying to hit you. The best way of avoiding him is to keep running under him.



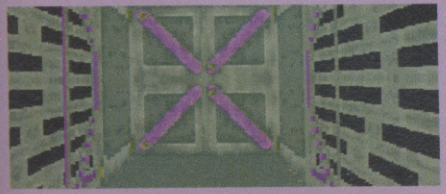
• LEVEL THREE: INSIDE THE CLAW MACHINE

At this point in the level, you have the opportunity to collect a hidden life. To do this you must travel past the Continue flag, and jump left inside the wall. Move upwards to the platform above to find a hidden life.



• LEVEL THREE: INSIDE THE CLAW FIND THE ALIENS

Place your buddy in the holding bin.



A door, WOW! what a caption.

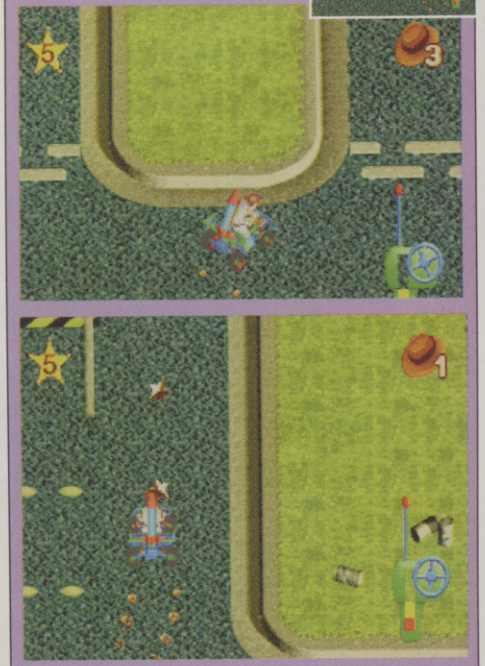
On this level you must find your alien friends and deposit them in the holding bin. The first four aliens are easy to find and the holding bin is easily accessible. The rest of the aliens are through a door in another chamber. We've included a grab of the door so you know what you're looking for.

This is what the second chamber looks like. From here, move forwards and take the first right. You will find a door, and behind this is a hidden drop off point, use this to deposit the remaining aliens.

• LEVEL THREE: THE CLAW

To stop Sid from grabbing Buzz, you must use your pull string to hit the toy aliens at the claw. The best way of doing this is to throw two aliens up,then hit them again whilst jumping. By doing this you will hit them higher in the air, giving you more chance of hitting the claw. The first time Sid grabs Buzz with the claw, stay to the right of the claw and hit the toys left. After this stay to the left of the claw and hit the toys right.

• LEVEL FIVE: LIGHT MY FIRE



This stage is pretty straightforward, but the level requires good driving skills if you wish to make it to the last level. Once you start moving you'll encounter an island in front of you, take the right hand side as this is the easiest route to manoeuvre round. To reach the goal, follow the stars as best you can, as these lead you away from trouble.

HMV
KNOW HMV • KNOW GAMES

HMV Games
LEVEL ONE

TROLLEY

£3
OFF
A GAME FOR
EVERY READER

HMV
KNOW HMV • KNOW GAMES

COMPETITION

TAKE A TROLLEY DASH THROUGH HMV!

GRAB-A-GAME GRAB-A-GAME GRAB-A-GAME GRAB-A-

DASH!

SIMPLY HAND IN THE CARD ON THE FRONT OF THIS MAGAZINE AT ANY BRANCH OF HMV AND YOU'LL GET £3 OFF ANY GAME WHEN YOU SPEND £25 OR MORE! AND WHEN YOU FILL IN THE COUPON ON THE CARD YOU'RE AUTOMATICALLY ENTERED INTO THE PRIZE DRAW TO DECIDE WHO GETS TO PLAY TROLLEY DASH.

5 LUCKY READERS WILL BE LET LOOSE IN HMV WITH A SHOPPING TROLLEY AND £1,500!!!

Terms and Conditions: Valid at all HMV (UK) Games Departments from 12/4/96 - 31/5/96. Only one voucher per game purchased. Voucher cannot be used in conjunction with any other HMV promotional offer. Voucher may not be exchanged in whole or part for cash. Cash value 0.001p. Promoter: HMV (UK) Ltd , 142 Wardour St, London W1V 4LN

GRAB-A-GAME GRAB-A-GAME GRAB-A-GAME GRAB-A-GAME GRAB-A-GAME GRAB-A-GAME

GAME GRAB-A-GAME GRAB-A-GAME

SCRATCHCARD RULES

computer and video games

WIN A COIN-OP

computer video games Scratchcard

IF YOU'VE REVEALED THREE HIGH FIVES ON THE SCRATCH CARD, YOU'RE THE WINNER OF A STAND-UP COIN-OP OF YOUR CHOICE, WORTH UPTO £3000! JUST THINK: KILLER INSTINCT 2, FIGHTING VIPERS, EVEN VIRTUA COP 2 COULD BE YOURS!! SEND THE CARD, COMPLETE WITH YOUR NAME AND ADDRESS TO: EMAP IMAGES. PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

RULES. Employees of EMAP Images Ltd, Ancient House PressPlc, their families and associates, are not eligible to enter this competition. no cash equivalent to the prize is available. No entries received after the closing date (31st May '96) will be accepted. No correspondence will be entered into by employees of EMAP Images in all matters relating to the competition. By entering you agree to take part in any post-event publicity.

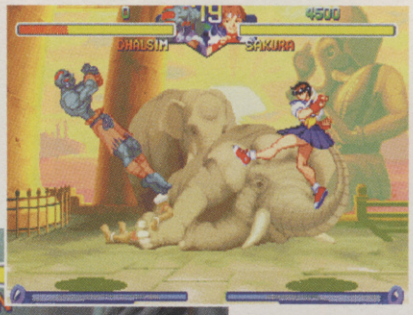
IMPORTANT. No purchase necessary. Simply write to Coin-Op Competition, Marketing Department, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

WIN A COIN-OP WIN A CO

ARCADE

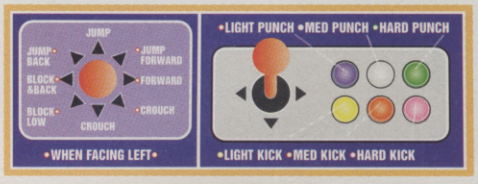
FIGHTING GAME	BY CAPCOM
50p PER PLAY	1-2 PLAYERS

- HOME VERSIONS RUMOURED
- DISTRIBUTED BY ELECTROCOIN
- CPS2 ARCADE BOARD
- STAND UP CABINET



STREET FIGHTER ALPHA 2

Capcom has once again proven without a shadow of a doubt that it is the king of fighting games. While *VF3* is the class of 3D fighting game graphics, *Street Fighter Alpha 2* is (as every new *SF* game ends up being) the new definitive benchmark in 2D fighting game graphics and all-around fighting gameplay. I am ecstatic that Capcom took the time and care to revise original *Alpha* (which, while great, could have benefited from at least better backgrounds), into the multi-faceted, gleaming crown jewel that is *Alpha 2*. What is most amazing about *Alpha 2* is that it is not a simple upgrade. Many Capcom follow-ups tend to feature slight reworking of the graphics, balancing, and a limited number of new characters. Take for instance Night Warriors. Well, *Street Fighter Alpha 2* easily stands as the most thorough revision Capcom has ever done of an existing game engine, offering in nearly all departments more new than in any previous follow-up game.



Sodom's 'pose' move now scores a hit!

Rolento performs an Alpha Counter on his spitting image.

Sakura strikes her ecstatic winning pose.

Feel the cabinet strain under the power of Zangief vs Zangief.

First off, a massive total of 18 characters now grace *Alpha 2*'s select screen. All 13 of the original *Alpha* fighters are present (no codes required for Dan, Akuma, or Bison). The five new characters are: Sakura, Rolento, Gen, Dhalsim, and Zangief...lets examine them in detail:

SAKURA

My personal favorite of the whole crew is Sakura, a teenaged schoolgirl who seems to have the outfit and body type of a character from the Japanese 'Sailor Moon' anime series. However, I almost wonder if Ryu jumped in an enchanted lake (Ranma inside joke), because Sakura's face and hair are a female equivalent of Ryu. In fact, Sakura admires Ryu so much she hopes someday to train with him. But for now, bored with school gymnastics, she has entered the Street Fighter tournament using some techniques modeled after Ryu's. She has a running Dragon Punch, three varieties of fireballs, and a unique, acrobatic style of Hurricane Kick. Her Supers include a super fireball, a super running Dragon Punch, and an awesome slide-kick attack (the first Super in all of Street Fighter to hit low – a huge advantage). She is extraordinarily cute and an instant crowd hit!

GEN

Gen is an elderly Chinese master, back from *Street Fighter I*, who uses TWO unique fighting styles. That's right, you can swap between them in mid-fight, and each one features its own basic attack, special move, and Super Combo animations! In Mantis mode he has a ground rolling attack, an off-the-wall-leap, and a Super rising air throw. In Crane mode he uses a Honda-like hundred hand whack, a rising kick (a sort of leg uppercut), and two Supers: a dashing, slicing punch, and the incredibly unique Hand of Death which, if it connects, causes a timer to appear over the opponents head. If the enemy cant retaliate with a solid blow before the timer runs out, they get dizzy!

SAKURA ROLENTO GEN DHALSIM ZANGIEF

ROLENTO

Next up is Rolento, the little-seen boss of Level 4 from *Final Fight* (the one that was cut from the SNES version). Better jog your memory, Rolento is quite the bad-ass, a nimble character with devastating moves...while one might initially compare his speed to Vega, he plays with a style all his own. He can fly off the wall, roll ultra-fast, throw knives in the air, and swing his baton in a three-strike sequence, somewhat reminiscent of Fei Longs Rekka Ken. His Supers include a defensive grenade toss where he drops multiple grenades as he rolls away (they juggle you in the air!), and an amazing chain grab which requires the help of his knife-wielding, grinning buds who hang onto the rafters of his stage. His win/lose poses are hilarious, and he either blows up the opponent or demolishes himself with his patented grenades!

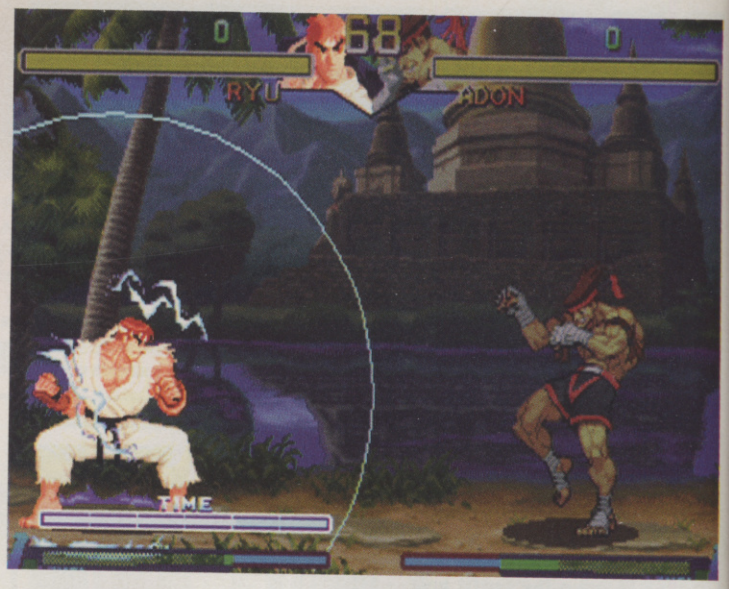
DHALSIM AND ZANGIEF

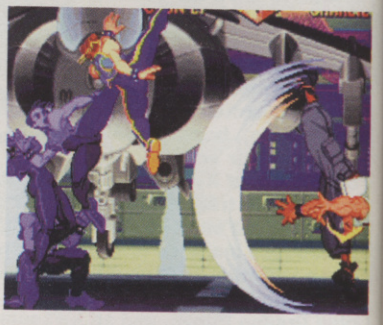
Finally, lets turn to Zangief and Dhalsim. Returning from *SSF II Turbo*, these characters are largely unchanged...a few new moves, animations, etc, but generally they're the same as they were in *SSF II Turbo*. Both of their new Supers are rising air throws similar to Rose's Super air throw (strange, huh?). Other additions include Dhalsim's ability to teleport while in the air, Dhalsim's new standing Short, a new Uppercut motion for Zangief's Banishing Punch, and some range adjustments on Zangief's SPD. One point is that if you thought Zangief's Final Atomic Buster was devastating in *SSF II Turbo*, get ready for some truly obscene damage at Level 3.... Personally I would have preferred either all-new, or other *SF I/Final Fight* characters instead of bringing back Zangief and Dhalsim, but fans who missed these warriors in original *Alpha* will be quite pleased.

ARCADE

REVISIONS TO EXISTING CHARACTERS

The next obvious question after new characters would have to be adjustments to old characters. And there are quite a few. Here's a rundown of the new moves/balance alterations (and please keep in mind this is based on the preliminary version so certain items could change for the final): **Ryu** has a fake Fireball; **Ken** has a fake Hurricane Kick; **Chun-Li**'s Fireball is now a motion instead of a charge and (at least in the test version) her low Forward has been sped up to become a lethal weapon of epic proportions; **Charlie** has less recovery time after his Sonic Boom (maybe halfway in-between old Alpha and the no-recovery time of classic Guile), which enables him to more effectively keep out opponents with Sonic Boom/crouching Fierce patterns; **Guy** has a new dashing Elbow punch and, despite the removal of most chain combos (which severely curtails his style from old *Alpha*), retains his Bushin Hell Chain Fist combo; **Birdie** has a flaming animation to his Bull Head and a new triple-slam grab to complement his old Murderer Chain; **Sodom** (of course) lost his cheap, unblockable Roundhouse but has gained an easier motion for his Butsumetsu Buster and MUCH greater range for the Omega Slam; **Rose** picks up a dashing shawl attack; **Adon**'s special attacks now feature much easier, more intuitive motions (increasing his effectiveness greatly); **Sagat** gains insanely improved foot speed and two-in-ones he desperately needed (such as low Forward and standing Roundhouse); **Bison** has quicker reaction time off a Knee Press; **Akuma**'s air fireballs are angled to more effectively counter sliding opponents; and last (and least?), loser of the year **Dan** has gained the most new stuff, including a ton of new animations for basic attacks, and a new knee animation for the first hit of his Flurry Kick!

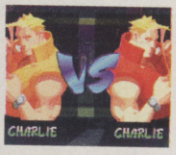




Feel the force of Ryu's Custom Combo Vacuum Hurricane!!!

Sodom demos his sliding Alpha counter with style.

Chain combos no longer form the basis of Guy's tactics.



Akuma battles in front of statues made in his likeness.

If this weren't Sagat on the receiving end, we'd be upset.

All-new moves for Dan balance him out as a worthy Alpha fighter.

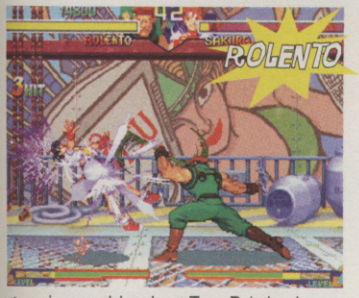
A new move for Rose is this 'Soul Spiral' – which we have yet to exploit.

Seeing Sodom weep is a truly joyous moment for the victor!

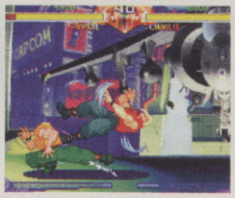
Adon counters his Jaguar Kick with a brand new punch move.

CUSTOM BACKDROPS FOR ALL CHARAS

Ryu is back in Japan, fighting on a snow bank in front of his dojo. **Ken's** stage (which everyone universally acknowledges as the coolest stage of all time in any video game) is a birthday party for at-the-time girlfriend Eliza, with lots of Capcom characters hanging around the punch bowl, hot tub, etc. (See how many you can name!) **Chun-Li's** backdrop is a China street, where hordes of bicyclists whiz by. (Remember the individual bikers from Chun's old *SF II* stage? They must have all gotten together for a race!) **Charlie's** stage features an awesome fighter plane which hovers on the power of its jet engines, with cool neon signs flashing in the backdrop (*Megaman* freaks, look for the Dr. Wily insignia). **Guy's** Metro City street collects all the coolest Final Fight characters, such as Cody, Andore, Jessica, and my favourite



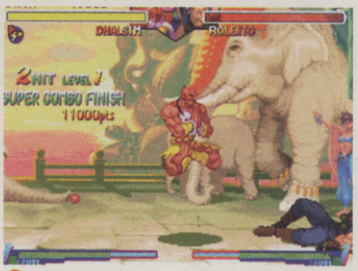
generic punching bag Two.P (who is stuck between Haggars bicep and fist). **Sodom's** stage is a big truck with **Sodom's** face painted on the side. **Birdie's** stage is very reminiscent of the *Final Fight* toilet area, with punks plastered to the urinals while they watch the fight (those who are weak at the stomach might want to avert their eyes when the stall doors open, it's not a pretty picture). **Rose's** level is a picturesque waterfront scene in Italy. **Adon's** level is straight from *Street Fighter I*, a line-scrolling marshy Thailand swamp. Sagat's, of course, features the traditional statue, but from yet another perspective. **Bison's** level takes place in front of his flying fortress straight from the Japanese *SF* anime move. **Akuma's** level is one of the coolest, a subterranean cave shrine packed with Akuma statues. **Dan's** stage takes place in a Hong Kong street market, with Fei Long looking on in the background. **Sakura's** stage is (in my and many other anime fans' opinions) a shocking replica of Ranma's home, and the cutest thing is a little kid playing Famicom in the background. **Rolento's** level is an update of his *Final Fight* stage and features a scrolling, open air elevator in a construction site with Metro City's skyline zooming by in the background. **Gen's** stage is straight from *SF I*, a darkened, rain-splattered city street in China. **Zangief's** level, of course, is a remake of his *SF II* Russian factory. And Dhalsim's stage is an outdoor Indian preserve with his trademark elephants carousing in the backdrop.



All, repeat, ALL the backgrounds are new. Its hard to justify the fact that, except for minor reworking of objects and colours, many of the bgs in original *Alpha* were shared by two or more characters (inexcusably Sagat, Dan, and Adon all had the same bg). Not only that, but the backgrounds were generally bereft of the personality that characterized the bgs from the original *SF II* games. Well, *Alpha 2* comes through in spades with a unique bg for each fighter, and each one is intertwined with the personality/backstory of each character. Eighteen bgs is a lot to discuss, but I know you *SF* mental cases must know about them all, so BEHOLD!!!

ALL NEW

Pity Dan's taking a beating from Sakura, in front of his mates!



The girl in blue responds to Dhalsim's fight performance.

Shield your eyes! This fight's taking place in the gents!

Popular Capcom characters have showed up to this boat party.

The personality of the backgrounds is found not just in the scenery, but in the incredibly minute details and character animations. For instance, many levels have cheering sections, or characters who are animated in reaction to the fight. In India, a lady claps every time Dhalsim connects, and hides her eyes whenever Dhalsim suffers a hit. In Bison's level, his fatigued men salute when he passes by, and return to an 'at-ease' position while communicating on their radios when Bison leaves their vicinity. Another crucially important aspect of all the backgrounds is the return of the parallax, or multi-scrolling feature (three to five layers of graphics in every background), as well as line-scrolling (responsible for the warping effect that turned so many heads in original *SF II*). Both of these essential 2D graphic effects are now utilized to the max. There are even effects that I didnt think possible from Capcom's aging CPS II hardware, such as a gorgeous, line-scrolling lens flare (i.e. the blazing light distortion one would see when a sun beam directly strikes a broadcast camera) in Bison's stage.

Spot the *Final Fight* characters in this backstreet rumble!

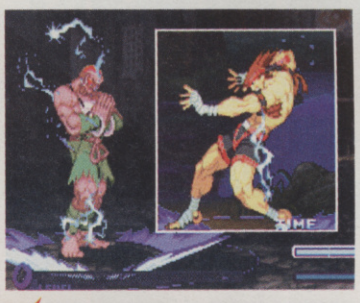
ARCADE

CUSTOM COMBO?

On top of new backgrounds and new characters, *Alpha 2* offers yet another astonishing new feature: the Custom Combo. Upon activation, players can string together nearly ANY combination of regular, special, and super moves to create their own combo! Custom Combos offer a momentary window of invincibility similar to the traditional Super Combos, and can also be used to suck the enemy in if they are vulnerable. One truly amazing aspect is that Custom animation frames are not necessarily the same as the corresponding normal attack frame, which means in a few cases there are NEW FRAMES for you to discover as you experiment with Customs! Added to Supers and Alpha Counters, Customs add another dimension to the strategy of how and when to best use the Super meter.

The Custom Combo is initiated, and Ryu prepares his onslaught!

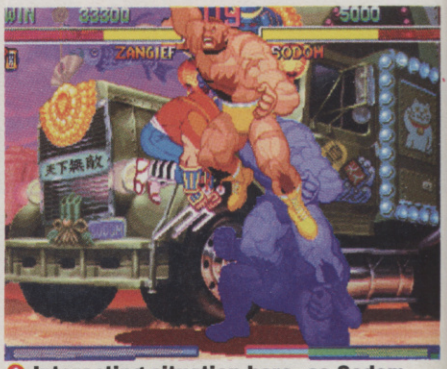
Unfortunately there are no exits to any of the Alpha 2 stages.



GENERAL GAMEPLAY CHECK

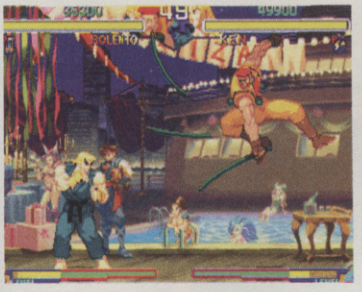
Taking a look at the rest of *Alpha 2*'s gameplay picture, there are quite a few other changes. In a shocking decision, Capcom has elected to remove the vast majority of old *Alpha*'s Chain Combos (where you could two-in-one normal attacks into other normal attacks, such as Ryu/Ken's low Short, low Forward, low Roundhouse chain). Now only a select few characters such as Gen possess a large arsenal of chains. Most expert players seem pleased by this decision, as it adds more skill to combos and seems to have eliminated Ken's roll trap. Another big change is that each character now has two Alpha Counters (one with punch and one with kick). Also, players can now roll forwards or backwards (six rolls in total – one for each of the buttons).

Pretty little Sakura beats the crap out of the towering Russian wrestler.



Interesting situation here, as Sodom misses his chance and... so does Zangief!!!

Why worry about Adon's Super Combo when you can just vanish out of harm's way!



A RINGING IN YOUR EARS

On the subject of sound, the old tunes are the same albeit with a few different instruments. The new characters music is not just up to the superior standard of old *Alpha*'s music, it totally shatters it. Sakura's level qualifies for the Top 5 stage songs of all time. In a move that totally blew me away, Capcom chose to re-record nearly all the voices – only a few characters such as Ryu retain their original samples. While nitpickers (myself included) might point out that a few samples here and there took a turn for the worse in coolness (such as Chun-Li's Kikosho), I am more than happy with the voice samples as a whole. Zangief's rousing Final Atomic Buster is at least as cool as Bisons old Psycho Crushaa.

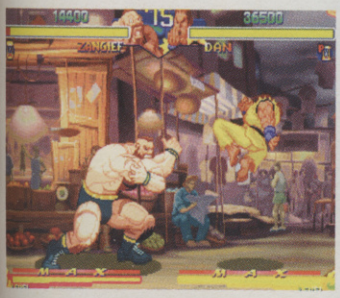
BEYOND THE ULTIMATE

There are plenty of other little refinements throughout *Alpha 2*. Look for many random new animation frames, such as Rose's gorgeous new win pose where she slips behind a giant tarot card and emerges clad in her Alpha's World dress – tarot deck in hand! (She is a fortune teller, you know.) Remember the win icons such as P, V, S, etc? Well, there are now PERSONALIZED win icons to indicate a victory by Custom Combo, such as a bracelet for Chun-Li and a grenade for Rolento. The new intro is unquestionably the greatest hand-drawn cinematic sequence of all time, depicting all the characters (some separately, some in a group collage). Plus – possibly the best news of all — there are new endings, and they totally destroy they old ones!

After winning the round, Rose disappears behind a Tarot card.

And emerges wearing THIS dress. What do you think fellers?

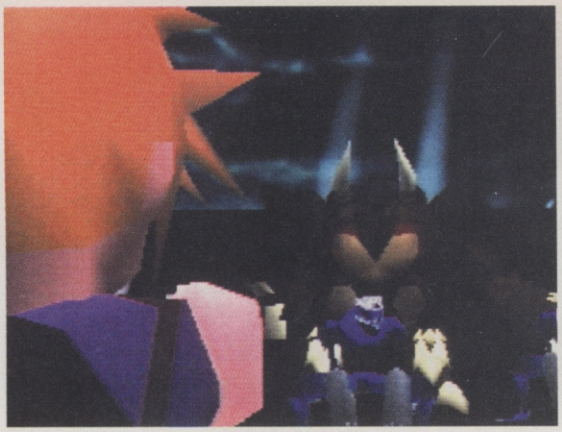
Spot the youngster playing Nintendo in the background.



It's hard to make a final pronouncement on a *Street Fighter* game until many months after its release, because it takes at least that long for all the gameplay nuances to be understood and for the key issue of whether or not it's properly balanced to be determined. However, *Alpha 2* appears in good position to make its claim as the best *Street Fighter*, and best fighting game in general, ever. *Alpha 2* should be out by the time this issue hits the stands.

SLASHER QUAN

ALL ARTWORK © CAPCOM CO LTD 1987, 1989, 1994, 1995, 1996.



Could this be the PlayStation game of the year?

15% COMPLETE

PlayStation

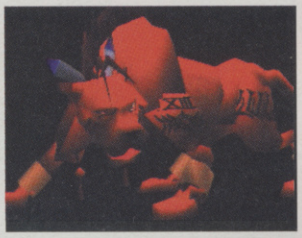
RPG | BY SQUARE | DEC '96 RELEASE | 1 PLAYER

- NO OTHER VERSION PLANNED
- NO OTHER VERSION AVAILABLE
- STORAGE - 2 CDS
- RELEASED BY SQUARE NO : UNAVAILABLE

FINAL FANTASY VII

It came like a bolt from the blue – last month's news that Nintendo had lost Square along with *Final Fantasy VII* to Sony. And the more we see and hear only makes the reality more incredible.

These pages make for historic reading, as anybody who's followed the progress of Square and Nintendo can appreciate. Even if you're somebody new to the PlayStation, this story is very important as it marks the beginning of an incredible new era for Sony's machine. Along with Enix – creators of the Dragon Quest series – Square Co Ltd are the market leaders in the field of RPGs. Their six Final Fantasy games on sale in Japan on Nintendo formats have sold in excess of 10 million copies. In America sales are currently 1.6 million, and counting. Final Fantasy is huge. Number seven for PlayStation isn't due until December this year, so details are scarce. However the news is so big, already a number of questions are being raised. While we attempt to answer most of them, gaze upon this awesome game which promises to play better than it looks.

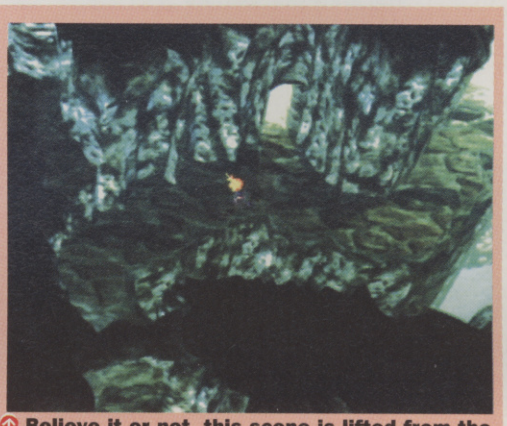


All pictures provided by SQUARE CO., LTD. ©1996 SQUARE CO., LTD. All Rights Reserved.

Rocket Town – demonstrating the benefits of having Hollywood artists working on the FFVII project. We have never seen anything like it!

Because all the characters in the game are created as real time polygon models, they can be viewed from any distance at any angle.

The Pyramid is thought to be a dungeon, and the hero 'Cloud' is preparing to cross the bridge and brave its depths. Check out the mist effect.



Believe it or not, this scene is lifted from the game proper. It's not a CG representation – you control that character. This is FFVII!

An insane level of detail characterises every last scene in FFVII. Not only that, but the PlayStation enables lovely special FX.

An almighty Bahamut towers into the stormy sky. Take time out to marvel at the impossible majesty of this creature, in a 'mere' game!

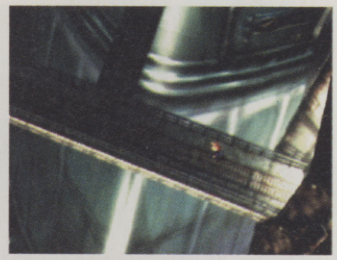
QUANTITY EQUALS QUALITY

First of all, the question is raised whether Square have abandoned Nintendo altogether. Why make the move? In an interview with Japanese magazine The PlayStation, President of Square LA Mr Hironobu Sakaguchi gave this reply: "It is the volume of data needed to portray this information which is an indispensable element. We need as much data as possible to achieve our aims. There is at present a variety of hardware for CD-ROM, from the personal computer up, out of which we were looking for the one which will give us conditions for creating the games we want. Our conclusion is that the PlayStation is the right machine". So this really is a matter of storage. In the case of Nintendo 64 its initial cartridge-based system is too limiting for Square's product. Hopefully the advent of the Bulky Drive, to which Enix have already commited as developers, will attract Square to that format. Basically you could say that Square are keeping their options open. According to Mr Sakaguchi, "We [Square] have been looking constantly at the hardware of all companies, not just the Nintendo 64 and the Sega Saturn. But we have concluded that at the moment there is nothing else but the PS. However this won't continue forever, and we may use others if our plans fit their characteristics."

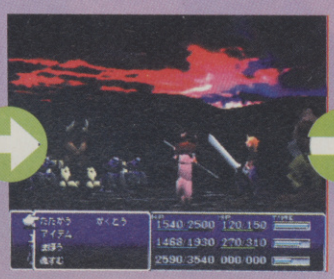
Magical scenes such as this may not have been, were it not for Square adopting CD-ROM.

SQUARE-SHAPED FUTURE

After Treasure Hunter G is released for the Super Famicom (SNES) in Japan this April, Square will no longer publish games on the 16-bit Nintendo. From now on the company is looking to create versions of their classic SNES releases for Windows '95 on PC CD-ROM in the US, while continuing their most popular sagas on PlayStation: Romancing Sa.Ga, Legend of the Sacred Sword (Secret of Mana), and, of course, Final Fantasy. In turn these PS titles are being considered for conversion to Windows '97.



See how real time 3D enables the viewpoint...



...to take any scene, such as this battle and focus...

...on whichever detail most interests the player!

All pictures provided by SQUARE CO., LTD. ©1996 SQUARE CO., LTD. All Rights Reserved.

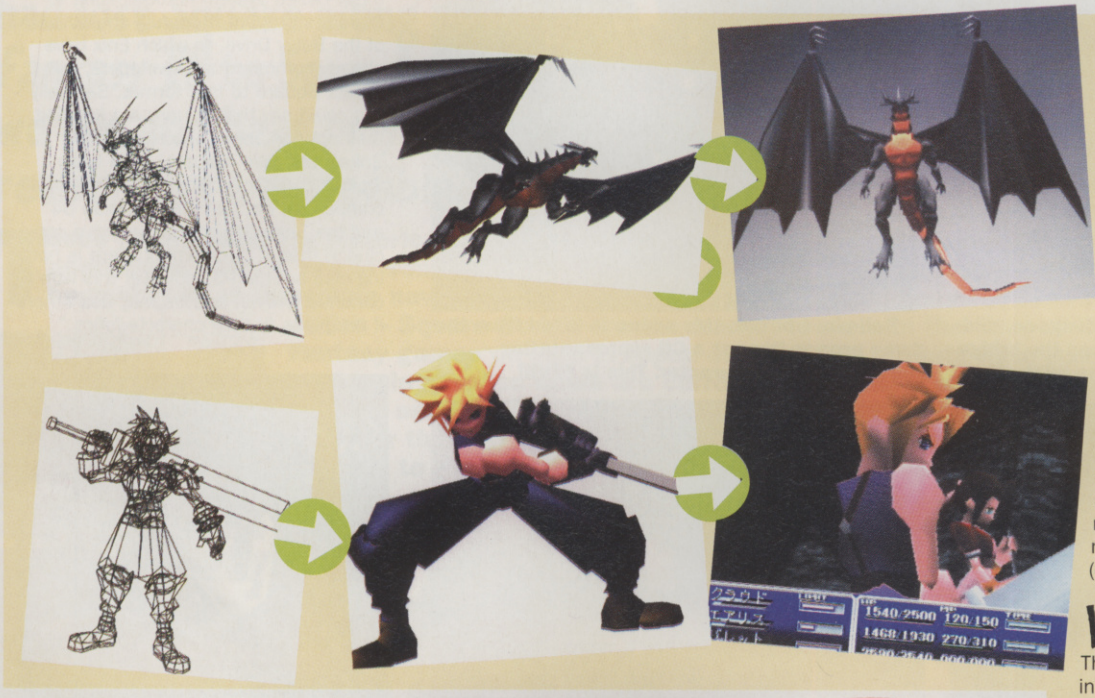
CLASSIC IN THE MAKING

Producer: Mr Sakaguchi
Director: Mr Kitase
Sound: Mr Uematsu
Image Artist: Mr Tenno
Character Artist: Mr Nomura

The list of names printed above are merely the tip of the iceberg. There are more than 100 people working on the *FFVII* project, some of which have been brought in from other areas of the entertainment business. People such as Paul Ashdown, from England, who once worked for LucasArts special effects company ILM is now at Square LA. So too is another Hollywood CG artist Ron Sabatino. Likwise the R&D in Japan has their top artists on the job. We understand that the work load is divided quite evenly between the two offices – the LA and Japan – with updated versions of the game being wired halfway around the globe at regular intervals.

Heart rending scenes such as this Bahamut attack are pure Hollywood.

This set piece looks impressive here – tiny on the page. Imagine it on your telly!

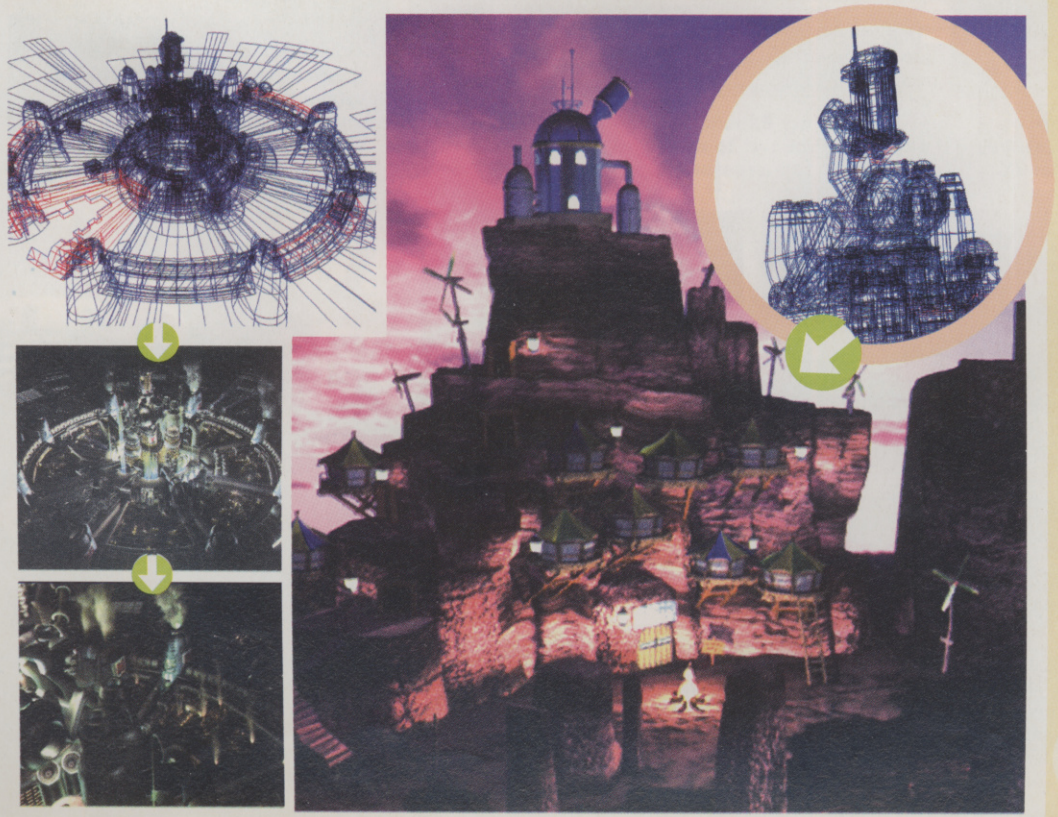


SIGGRAPH '95

Characters and animations from *Final Fantasy VII* were first shown at the SIGGRAPH show in August 1995. At the time it was believed that these were demos for Nintendo 64, a conclusion drawn from the fact that these were Silicon Graphics images. The rest seemed accademic. Of course everybody got it wrong, but the stunning sequences displayed are now all being translated onto PlayStation. In fact it was through experience with the SGI workstations, and realising how much data was involved to get results, that Square made the move toward CD-ROM development as opposed to Mask ROM (cartridge)

WIRED

The wire-framing technique used in *Final Fantasy VII* is reported to be very different from those used in most polygon-based games. Examples shown here illustrate how characters are constructed – from wire-frame, through to detailed CG images, then finally quantized for PlayStation display. The loss of fidelity is extremely slight, which is amazing!



REAL TIME FANTASY

As we briefly explained last month, all Battle scenes and Field (exploration) scenes are generated real time. This allows for seemless transition between sequences – where a character walks from the street and into a building, or as enemies confront the party for a battle.
As shown elsewhere in this feature, real time also enables players to view scenes from any distance or angle. This has never before been experienced in an RPG.

All pictures provided by SQUARE CO., LTD. ©1996 SQUARE CO., LTD. All Rights Reserved.

AERITH

While there are no shots of this girl character in action, we expect Aerith is likely to twirl that staff of hers like a cheer-leader's baton. You can bet that pony tail of hers helps accentuate her spinning movements as she attacks too. It's most peoples' guess that she is a magic user, due to her high MP values but – as with Cloud – Square haven't specified anything.

BARRET

Significant because of the firearm he has attached to his body. The Gattling Gun is a major departure from the usual FF style – which majors on sword and sorcery, or high technology as opposed to bullets. Barret looks much older than the boy and girl characters, leading us to believe that he is a mercenary assigned to help in the mission. Chances are he's nobody's friend to begin with.

CLOUD

Introducing the central character, Cloud, who features most in the many screenshots provided by Square. He weilds a sword the size of his body, and balances himself accordingly to support it. This gives him a cool 'ready' stance in battle. Square have not released any details of his background, or why he is undertaking this quest.

Cloud spies a crystal, which glows with same light as that in the 'makoh' furnace.

While the viewpoint here remains static, Cloud is seen to shrink into the distance.

OLD AND NEW ENEMIES ARISE

The most recently released pictures feature a selection of the main enemies that plague FFVII. Red XVIII (right) and the Leviathan (bottom right) are familiar. The weird spikey guy is new. Look how closely Red XVIII resembles the original artwork.

All pictures provided by SQUARE CO., LTD. ©1996 SQUARE CO., LTD. All Rights Reserved.

FIGHT ON

With each successive Final Fantasy game there are innovations made on battle strategy. While most of what we know on FFVII is speculation, and it's unsure how many characters can join the battle, already there are clues to the system. As expected battles are staged separately from field exploration, but the differences are more subtle than that: There's an all-new 'Limit' gauge, which could be similar to the one which affects attack strength in Secret of Mana. In addition, beneath each character's name is a 'Dual' gauge. Could be this relates to a character's status – their strength and skill. Finally the Active Battle gauge is planned to return, governing the recovery speed of each character after making an attack. That's fighting on the fly, friends – the most exciting way to go!

Cloud takes a swing with his enormous sword.

Cloud's determined face is seen through the flare.

Check out his cool stance, as he shifts his weight.

Barret's Gattling gun enables multiple attacks.

CALL OF THE WILD

The mighty dragon, or 'Bahamut', seen here is on your side! A magic spell summons him to fight on behalf of the hero party, just as in previous FF outings – only this time the drama is totally amazing! Bahamut dwarfs even the largest enemy characters. He is terrifying!

WHITES OF THEIR EYES

The first major visual difference to battles is that scenes are represented in real time 3D, allowing it to be viewed from any angle. Previous *FF* battles have always been viewed from the side in 2D. At the moment Square haven't specified whether these angles are predetermined or user controlled. Could be the style is determined from an option in the menu – same as text-box colours, message speed, and so on.

It's likely that the viewpoints are predetermined by the CPU. However we're hoping that angles can be changed at will.

View the scene from the fighter's eyes, or the hero's eyes. Zoom up close, or observe from a far-off point.

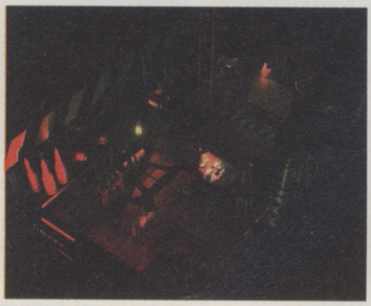
Sword frenzy!

Closer to what we're used to, but still utterly amazing. Bahamut is so cool!

All pictures provided by SQUARE CO., LTD. ©1996 SQUARE CO., LTD. All Rights Reserved.

WHEN I GROW UP

Character development – how their strength and skill improves – is crucial to any RPG. Throughout the FF series, the method of advancement has alternated between gaining experience in battle, and changing professions. In the first case characters enhance their skills by assigning experience points to magical stones, which then bestow magic powers on the heroes. Profession-oriented development, on the other hand, requires players to switch rolls in order to learn new techniques. This is a system shared by the most recent Dragon Quest instalment. If the FF trend is anything to go by, we can expect the latter system.

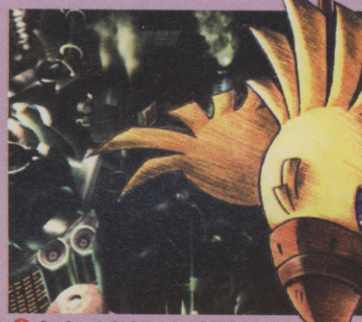


MUCH MORE FOR LESS

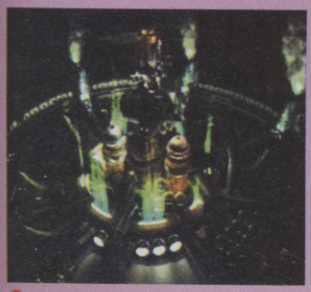
We have until Christmas to wait for the Japanese release of Final Fantasy VII, where the game will retail for ¥5800 (£40). As yet no date has been set for Europe or even the US, but we are hoping that it won't be far behind.

Cloud rides the Chocobo. Does this mean we will also see the Flying Ship return?

Beautiful light filters into this magical cavern. What's here?



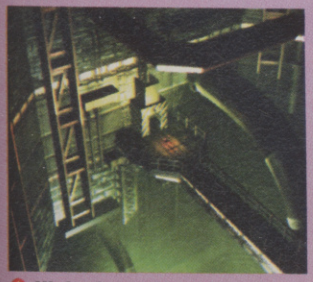
Industrial town Midgar is reminiscent of 'Blade Runner'.



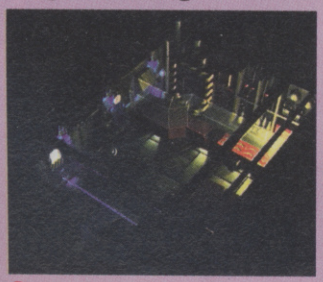
Viewed from a distance Midgar is a real marvel!

Cloud looks tiny on the bridge from this giant tower.

A close up of Midgar. You can see the buildings.



High above the makoh (evil-bright) furnace. Wow!



One of the shop scenes no doubt – in real time 3D.

A final, telling scene which involves Cloud and Aerith...

This frog is a familiar 'face' to FF veterans. He possesses awesome magic.

FINAL FANTASY CHRONOLOGY

Final Fantasy
December 1987 on Famicom (NES)
Final Fantasy II
December 1988 on Famicom (NES)
Final Fantasy III
April 1990 on Famicom (NES)
Final Fantasy IV
July 1991 on Super Famicom (SNES)
Final Fantasy V
December 1992 on Super Famicom (SNES)
Final Fantasy VI
April 1994 on Super Famicom (SNES)

All pictures provided by SQUARE CO., LTD. ©1996 SQUARE CO., LTD. All Rights Reserved.

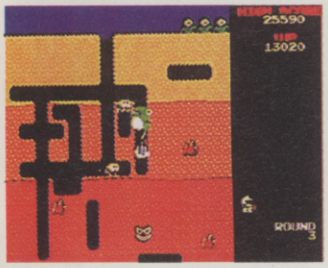
NEW GAMES

Each month it seems CVG is presented with every new game in development, for coverage 'somewhere' in the magazine. So we have created these pages especially so we can show you as much new stuff as we possibly can. If there are any games you'd especially like us to chase, don't hesitate to drop us a line!

NAMCO MUSEUM VOL. 3

FORMAT: PLAYSTATION
BY: NAMCO
DUE: ON IMPORT SOON

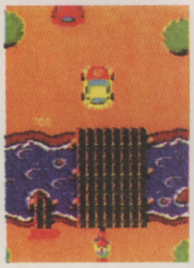
The third in the *Museum* series is soon to be released in Japan, and it features another six classic Namco games – *Pole Position 2* (1983), *Phozon* (1983), *The Tower of Druaga* (1984), *DigDug* (1982), *Ms Pac-Man* (1982) and *Galaxian* (1979). The games of most interest here are *DigDug*, which is thought of by some people as the greatest game ever, and the classic shooter, *Galaxian*. Though the games in the series are always very rough-looking and out of date, they've managed to get lots of people in our office very excited – especially Dave Kelsall in his Computer Cabin (see FreePlay).



IREM ARCADE CLASSICS

FORMAT: PLAYSTATION
BY: IREM
DUE: APRIL ON IMPORT

This section is supposed to be full of the hottest new games surfacing, but it seems full of ancient titles. Still, every company seems to be churning out old nostalgia pieces and you lot are lapping them up, so blame yourselves. IREM are the latest company to jump on the bandwagon – although they've already revived one golden-age title with *In The Hunt* on Saturn and PS. This compilation takes three titles from even further back in time. *Kung-Fu Master*, notable for being THE FIRST scrolling beat 'em up (correct us if we're wrong), and two obscure games – *Zippy Racer* and *10-Yard Fight*. If any, you probably only remember *Kung Fu Master* as that crap coin-op in your Southern Fried Chicken. Surely IREM can do better – how about an *R-Type* compilation?



MAGIC KNIGHT RAY EARTH

FORMAT: SATURN
BY: SEGA OF JAPAN
DUE: NOW IN JAPAN
SCHEDULED FOR JUNE IN UK

We told you this RPG looked beautiful in the Shining Wisdom feature last month. Now here's the evidence. Featuring drop-dead gorgeous graphics, and likewise the most beautiful music heard on a Saturn CD in a long time, Ray Earth is another of SOJ's games to enjoy translation at the hands of US-sbased Working Designs. Most of the game's visual charm lies in it being all hand-drawn as opposed to SW's CG renders. Indeed Ray Earth is marketed as an original anime story, written especially for Sega Saturn in Japan. More on this game, and its soon-to-be UK partner, Shining Wisdom, in next month's CVG!

MINDWARP

FORMAT: PC BY: MAXIS DUE: MAY

With *Doom* clones popping out of the closet every month, they have to keep getting more inventive. So how about this, you're travelling through an alien brain. If that doesn't make any sense, then take from us, we've played an early version and it doesn't make any sense. There are loads of brain-pipes to zoom around and you can spin upside down as you travel, shooting at antibodies. It's all very sick-inducing, thanks to the already impressively smooth 3D engine. What the object of the game is though, is unknown. We'd just like to to get out.

BLAM! MACHINEHEAD

FORMAT: PLAYSTATION, SATURN, PC
BY: CORE DESIGN
DUE: ???

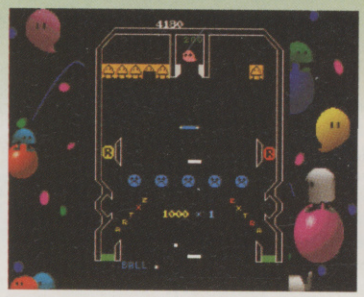
Blam! Machinehead started out as the Mega-CD sequel to the excellent *Battlecorps*, though it was soon realised that the machine just wasn't up to the amazing concept. Now that the game's been shifted over to the 32-bit machines, the development is coming on fairly quickly. The PlayStation version – pictured here – is currently the most advanced, and it's looking excellent. The 3D graphics engine is in place and it's remarkably smooth, though the control has yet to be properly implemented. It's a 3D shooter with plenty of original features, and some really gross-looking enemies (a four-legged spider with a horse's skull for a head!) as well as plenty of problem solving sections. Look out for more on this very soon.

MORTAL KOMBAT TRILOGY

FORMAT: PLAYSTATION, PC
BY: GT INTERACTIVE
DUE: ????

One of the most requested games by PlayStation owners is a conversion of *Ultimate Mortal Kombat 3*, but this forthcoming game is bound to be of far more interest. The single CD will contain all of the *Mortal Kombat* games, hopefully with the Ultimate version of *MK3*! That's not the best part! Apparently, you'll be able to play as any character from any of the games against anyone from any of the others – on any background!! Just imagine playing as Ermac versus Rayden in Goro's lair! There's nothing to show of the game yet, but there's no doubt that CVG will bring you the best coverage of the game around.

NAMCO MUSEUM VOL. 2



FORMAT: PLAYSTATION
BY: NAMCO
DUE: NOW (IMPORT)

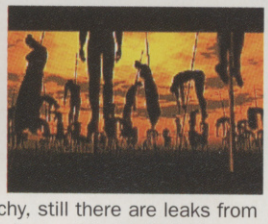
As with the first episode in the *Namco Museum* series (reviewed in issue 171), *Volume 2* contains six classic Namco arcade games in their entirety, complete with arcade startup screens and dip-switches. This time, the games in question are *Cutie Q, Gaplus, Xevious, Grobda, Mappy* and *Dragon Buster*. There's also at least one hidden game (*Bomb Bee* – see the tips in FreePlay), but the best thing is that limited edition packs are available with an analogue dial controller for *Cutie Q* (and *Bomb Bee*). The first volume is due to be released in the UK soon, and this second of the five part series will follow not long after. *Cutie Q* has already caused a storm in the office!

CHORO Q

FORMAT: PLAYSTATION
BY: TAKARA
DUE: NOW (IMPORT)

Choro Q's a strange Japanese racing game featuring miniaturised versions of real cars, meaning that they look like the *Ridge Racer Revolution* buggy cheat has been performed on them all! The actual game looks a bit like *Dirt Dash*, and the secret shortcut routes are similar to that game as well. The graphics aren't particularly amazing, but the game seems to play pretty well, and there are loads of different vehicles to choose from, including a VW Beetle and bus! It's not likely that the game will get a UK release, but we'll be covering it more soon anyway.

D2



FORMAT: M2
BY: WARP
DUE: DECEMBER

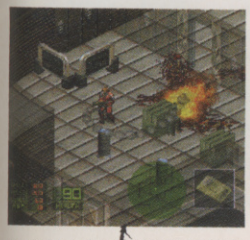
While news surrounding M2 (the 64-bit Matsushita super system) is scarce, and what there is is sketchy, still there are leaks from some sources. In fact it's more like blatant, unabashed, self-publicity in the case of WARP – Japanese developers of the game *D*, recently published through Acclaim on Saturn and PlayStation. As you may know, *D* is originally a 3DO title. So M2 is the logical next step for WARP to step out on, and they're doing it in style as this demo of *D2* – first aired on a Cover CD for 3DO Magazine in Japan – ably demonstrates. Excuse the quality, as it's running in standard 3DO FMV, but wonder at what we might expect later this year...

ROBO PIT

FORMAT: PLAYSTATION. SATURN PLANNED
BY: T*HQ
DUE: NOW (IMPORT)

Cybersled with cute robots. The idea of *Robo Pit* is very similar to that of the Namco game – run around an arena and destroy your opponent. The difference is that in *Robo Pit*, your robot can use his/her arms as close up weapons. The 3D arenas and characters look pretty good, and the two-player split screen mode makes the game far more exciting as you compete against one of your friends. The official version, to be released by T*HQ, will be around soon, and we'll be giving it a full review soon, no doubt.

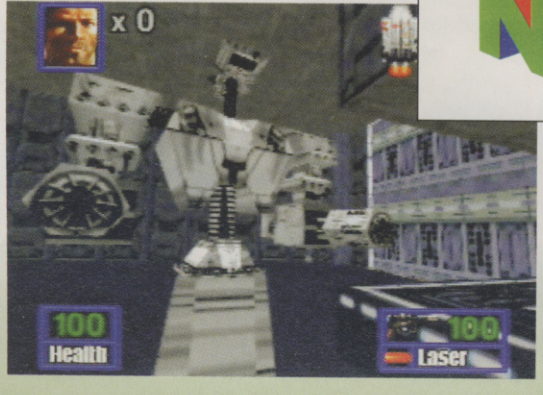
OVERKILL

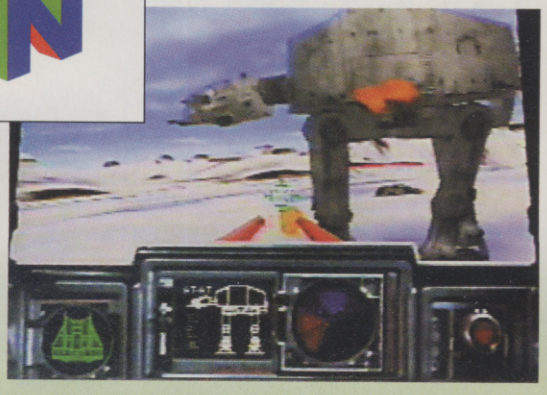


FORMAT: PLAYSTATION. SATURN PLANNED
BY: KONAMI
DUE: JULY

Konami's *Overkill* is looking as though it could be one of the best shooters of the year. Even though it goes for a fairly traditional isometric 3D view with sprites rather than 3D models, it's got it's own fair share of translucency, as the walls in the foreground appear see-through. There's loads of blood and lots of interesting weaponry, like bouncing bullets, and a robot spider bomb which runs around corners and explodes! It's a bit like a strategic version of *Loaded*, and seems as though it's going to be very, very big when it's released in July. We'll be covering the game more soon, as we know how much our readers love blood and guts.

SHADOWS OF THE EMPIRE





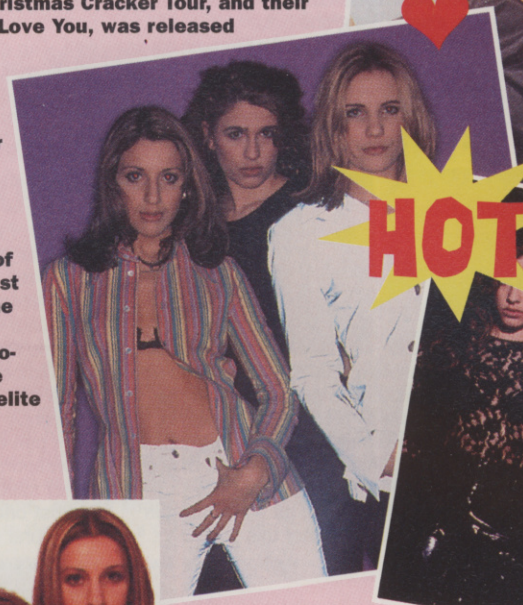
FORMAT: NINTENDO 64
BY: LUCASARTS
DUE: XMAS '96

This was one of the first Nintendo 64 games to be revealed, and as these latest pictures show, it's coming on brilliantly! As well as sections flying around the AT-AT walkers, there are 3D shooting bits which are very reminiscent of *Dark Forces* on the PC. The biggest difference here is that all of the items and enemies are real 3D models, not just sprites – meaning that the whole playing area is far more realistic. This is bound to be one of the Nintendo 64's biggest games, and it'll be ready in time for the machine's US launch.

TSD

TSD *are tipped by the likes of The Big Breakfast and Live & Kicking to be the group to look out for in 1996.*

They're a sort of Bananarama meets East 17- Funky dance music with plenty of fresh-face enthusiasum. They created a buzz in the UK after the Smash Hits Tour and P J & Duncan's Christmas Cracker Tour, and their second single, Baby I Love You, was released on 18th March. We sent Kate Russell along to find out if they're just pop personalities... or are they really PLUGGED IN? Bonnie, Cossi and Claire grew up together dreaming of a career in music. Last year thier dreams came true when they were snapped up by promotors AVEX and were thrust into the limelite over night.



So how did you come up with the name TSD?

Cossi: "Well, to be honest we couldn't decide on a name. Like all good friends we always argue, so in the end we just picked 3 letters out of a scrabble bag... TSD. I suppose we were lucky they didn't come out BUM!"

How do you keep in shape?

"Chocolate. Lots of it." says **Claire** as she polishes off a fairy cake, "Oh, and dragging our suitcases up flights of stairs - Cossi's afraid of lifts!"

(Cossi throws an empty Refresher packet at Claire!)

TSD play a lot of games and know what they're talking about... don't they?

Bonnie: I normally get what my mates say is good. But there's not so much choice for the Gameboy now is there?

Claire: Oh don't ask me!

What about violence in games? Do you think it's too much?

Cossi: Oh god, there's one game out at the moment thatís really gory. I think there's a preview in this CVG. [rifles through the mag] That's it! Resident Evil. I think that's a bit too much.

Claire: Lets have a look. Yuck, that looks really realistic. I don't think I'd like that.

Bonnie: The fighting games out now have tried to be too clever. They have lots of blood and gore and special effects. I much prefer games like Street Fighter. They're simpler, but loads more fun.

Do you think games are good value for money?

Cossi: If I really like a game and play it loads I don't mind paying forty quid for it.

Claire: How much? You're kidding. That's outrageous!

Cossi: Yeah. I think there should be more rental shops like Blockbuster so you can try them out first.

Bonnie: It's a lot of money for kids to spend. Especially if they might not like the game. It's OK if you've got a job, but most of the people who play these games are still in school aren't they?

Cossi: I think the 'in games' have become a fashion thing now as well. If your friends have it you've got to get it too. It's a lot of pressure to be cool. And that can't be easy if you don't have much money.

Are you into computer games?

Claire: I'm not. I'm useless. I did try a friends Game Boy once. I think it was Super Mario... but I couldn't get past the first thingy.

Bonnie: I like arcade games, like Alpine Racer. It's really realistic and you get a buzz ou of zooming down the slopes. I like shooting games too. But I don't really get the chance to play them that much. I do play my Game Boy a lot when we're on tour. It really helps to pass the time on long coach journeys. Tetris is really addictive.

Cossi: I love games! I got into them because my nephews had a Mega Drive. They're only 6 and 9 but I used to go round there all the time and nick their games. Then last year I bought a Play Station. It worked out really well because my nephews got a Saturn so we swap all the time. My favourite games are Wipeout, Demolition Derby [sic] and Rayman. But I've just finished Rayman and it's boring now so I'll have to get another one. I might try out Theme Park. It looks quite good.

What makes you choose a game?

Cossi: I read a lot of magazines, like CVG. I like reading the reviews because the peopl who write them play a lot of games.

There's a knock at the door, my time is up. As I leave the building clutching my copy of Baby I Love You, one thought occurs to me: How comforting to know that the future of our Pop industry lies in the hands of such well balanced people...

FREE FAST CARRIAGE ON ALL SATURNS AND PLAYSTATIONS

SAVE £40 OFF RRP ON THESE SATURN DEALS

SEGA SATURN ... ...309.99 WITH ONE CONTROLLER AND ONE GAME
INCLUDES SCART LEAD. IF YOUR TV DOES NOT HAVE A SCART SOCKET YOU WILL REQUIRE AN RF INTERFACE TO CONNECT THE SATURN TO IT.

SEGA SATURN WITH DAYTONA USA & ONE CONTROLLER 309.99

SEGA SATURN WITH PANZER DRAGOON & ONE CONTROLLER 309.99

SEGA SATURN WITH VIRTUA FIGHTER & ONE CONTROLLER 309.99

Saturn plays Music CD's and can be upgraded to Full Motion Video to play films on CD

SEGA SATURN

SAVE £40
OFF THE COMBINED RRP OF THESE SUPER PLAYSTATION DEALS*
ALL OUR PLAYSTATION DEALS INCLUDE ONE CONTROLLER AND PLAYABLE DEMO CD

PLAYSTATION LINK deal* 309.99 with EXTRA CONTROLLER (rrp £29.99) + SCART LEAD + LINK CABLE (rrp £38.98)

PLAYSTATION SMART deal* 299.99 with SMART CARD (rrp £29.99) + SCART LEAD (rrp £9.99)

PLAYSTATION X-COM deal* 299.99 with X-COM FUUL GAME (rrp £44.99)

PLAYSTATION DOOM deal* 304.99 with DOOM FULL GAME (rrp £44.99)

SONY PLAYSTATIONS PLAY MUSIC CD's

CREDIT TERMS AVAILABLE

PLAYSTATION WITH EXTRA CONTROLLER 289.99
EXTRA CONTROLLER (rrp £29.99)
or SAVE £23 on the stand - alone
PLAYSTATION WITH ONE CONTROLLER AND DEMO CD 276.99

REGULAR 48-PAGE COLOUR CLUB MAGAZINE
CHEATS & MOVES
RELEASE SCHEDULE
CHARTS
REVIEWS
HUGE RANGE ALL GENUINE UK PRODUCTS
HEAVY DISCOUNTS
CREDIT TERMS
GREAT PRIZES TO BE WON

10am to 8pm (5pm Sun)
01279 600204
Fax 01279 726842
(we'll fax back)
Extra XS Coupon discounts

www.reserve.co.uk
The Special Reserve Discount Club
Special Reserve - The Biggest Games Club in the World - NOW on the Internet

Club Shops at
CHELMSFORD, ESSEX
43 Broomfield Road.
Just around the corner from the bus station.
SAWBRIDGEWORTH, HERTS
The Maltings, Station Road.
A few miles from the M11, near the station.
Items bought in the shops carry a 50p surcharge on the Mail Order prices.
Members only but you can order as you join.

SEGA SATURN CD'S

BAKU BAKU ANIMAL • ...27.49
BATTLE ARENA TOSHINDEN • ...33.99
BLAM! MACHINEHEAD • ...37.99
BUG ...36.99
CYBER SPEEDWAY ...26.99
DARIUS GAIDEN • ...36.99
DEADLY SKIES • ...40.99
DEFCON 5 • ...32.99
DOOM • ...32.99
EURO 96 • ...37.99
FIFA SOCCER 96 ...37.99
FORMULA 1 GRAND PRIX ...33.99
GOLDEN AXE - THE DUEL • ...33.99
GUARDIAN HEROES • ...33.99
HANG ON ...33.99
HEXEN • ...32.99
JOHNNY BAZOOKATONE • ...34.99
MAGIC CARPET • ...37.99
MORTAL KOMBAT 3 • ...32.99
MYSTERIA REALMS OF LORE ...33.99
PANZER DRAGOON 2 • ...37.99
ROBOTICA ...29.99
SEGA RALLY ...43.99
SHELLSHOCK • ...37.99
SIM CITY 2000 ...36.99
STARFIGHTER 3000 • ...36.99
SWAGMAN • ...37.99
THEME PARK ...37.99
THUNDERHAWK 2 - FIRESTORM ...38.99
TRUE PINBALL • ...37.99
VALORA VALLEY GOLF • ...40.99
VIRTUA COP (WITH LIGHT GUN) ...51.99
VIRTUA COP (WITHOUT GUN) ...37.99
VIRTUA FIGHTER 2 ...43.99
VIRTUAL GOLF • ...37.99
WING ARMS ...38.99
WIPE OUT • ...33.99
WORMS ...34.99
X-MEN CHILDREN OF THE ATOM ...39.99

SONY PLAYSTATION CD'S

3D ARCADE TANK BLAST • ...37.99
3D TACTICAL SHOOTER • ...37.99
ACTUA SOCCER ...38.99
ALIEN TRILOGY ...36.99
CHEESY • ...37.99
CRITICOM • ...36.99
DEADLY SKIES • ...36.99
DEFCON 5 ...38.99
DESTRUCTION DERBY ...38.99
DOOM ...34.99
EXTREME PINBALL • ...37.99
FIFA SOCCER 96 ...34.49
HEXEN • ...32.99
ICE AND FIRE • ...32.99
JUPITER STRIKE • ...36.99
KRAZY IVAN ...38.99
LONE SOLDIER ...34.99
MAGIC CARPET • ...37.99
MICKEYS WORLD OF ADVENTURES • ...38.99
MYST • ...38.99
NEED FOR SPEED • ...37.99
OFFENSIVE • ...37.99
PGA TOUR GOLF 96 ...34.99
RAW PURSUIT • ...36.99
STARFIGHTER 3000 • ...36.99
STREETFIGHTER ALPHA • ...36.99
SYNDICATE WARS • ...37.99
TEKKEN ...41.99
THEME PARK ...33.99
THUNDERHAWK 2 - FIRESTORM ...39.99
TOP GUN • ...36.99
TOTAL NBA • ...38.99
TUNNEL B1 • ...37.99
TWISTED METAL ...37.99
VIPER • ...37.99
WING COMMANDER 3 ...36.99
WORMS ...34.99
X-COM ENEMY UNKNOWN ...26.99
X-MEN CHILDREN OF THE ATOM • ...36.99

SATURN ACCESSORIES

COMPETITION PRO 6 BUTTON JOYPAD FOR SATURN ...17.99
PROFESSIONAL CONTROL PAD WITH AUTO/TURBO FIRE AND SLOW MOTION

LOGIC 3 TERMINATOR FOR SATURN 15.99
WITH FIRE AND POWER INDICATORS

LOGIC 3 VOYAGER FOR SATURN 16.99
AUTOFIRE, SLIDE BUTTONS AND SLOW MOTION

PHASE 9 ODYSSEY FOR SATURN 17.99
WITH AUTO AND TURBO FIRE

SAVE £5

QUANTUM JOYPAD FOR SATURN 16.49
ERGONOMICALLY DESIGNED WITH AUTO/TURBO FIRE AND SLOW MOTION

SEGA ARCADE RACER STEERING WHEEL FOR SATURN ... 49.99
TABLE TOP YOKE WITH 8 FIRE BUTTONS

SEGA EIGHT BUTTON CONTROLLER FOR SATURN 19.99

SEGA VIRTUA STICK 39.99
ARCADE STYLE EIGHT BUTTON JOYSTICK WITH RAPID FIRE

LIGHT GUN FOR SATURN ...24.99
SEGA SATURN PHOTO CD OPERATING SYSTEM ...18.99
VIDEO CD CARD FOR SATURN 159.99
RF INTERFACE FOR SATURN ...19.99
SEGA RF UNIT FOR SATURN ...21.99
FOR CONNECTION TO NON-SCART TV
SEGA MEMORY CARTRIDGE ...37.99
FOR GAMES THAT REQUIRE BACK UP MEMORY
SEGA MULTI PLAYER ADAPTOR 29.99
DUST COVER FOR SATURN ...7.99

PLAYSTATION ACCESSORIES

ASCII CONTROLLER FOR PLAYSTATION 21.99

SONY CONTROLLER FOR PLAYSTATION 26.99

SAVE £8

SONY MOUSE FOR PLAYSTATION 29.99
COMPLETE WITH DESIGNER MAT

SAVE £5

FIRE INFRA-RED JOYPAD SYSTEM FOR PLAYSTATION ...33.99

SAVE £6

INCLUDES 2 JOYPADS AND A RECEIVER BOX WITH RECEPTION OF UP TO 18 METRES. 4 x AAA BATTERIES REQUIRED

PHASE 9 CYCLONE CONTROLLER FOR PLAYSTATION ...17.99
AUTOFIRE, TURBOFIRE AND SLOW MOTION

SONY SMART CARD FOR PLAYSTATION ...22.99
ALLOWS YOU TO SAVE & LOAD GAME DATA

G-FORCE COMMANDER SUPER JOYPAD FOR PLAYSTATION ...16.99
6 INDIVIDUAL AUTO & TURBO FIRE SELECTORS, 2 METRE CABLE

SAVE £8

PS PROPAD FOR PLAYSTATION ...21.99
8 BUTTON PROGRAMMABLE CONTROLLER WITH AUTOFIRE AND SLOW MOTION

SONY MULTI TAP FOR PLAYSTATION ...28.99
ALLOWS FROM 1 TO 4 CONTROLLERS TO BE CONNECTED •

LINK CABLE FOR PLAYSTATION 19.99
ALLOWS TWO PLAYERS EACH WITH THEIR OWN PLAYSTATION'S TO LINK UP

SCART LEAD FOR PLAYSTATION ...9.99
CONNECTS PLAYSTATION TO TV SCART SOCKET (COMPOSITE OUTPUT)

SCART LEAD FOR PLAYSTATION 24.99
HIGH QUALITY CONNECTION PLAYSTATION TO TV SCART SOCKET (RBG OUTPUT)

DUST COVER FOR PLAYSTATION 7.99

WHEN YOU JOIN:

FOUR GAMES FREE

SCOOP PURCHASE! BUY ANY ITEM AT THE SAME TIME AS JOINING OR RENEWING FOR A YEAR OR MORE AND WE'LL GIVE YOU:

ELITE, ZOOL, SENSIBLE SOCCER & JIMMY WHITES SNOOKER

ALL FOUR CLASSIC GAMES ON PC CD ROM

OR BUY ANY ONE ITEM AT THE SAME TIME AS JOINING FOR ONE YEAR OR MORE AND WE'LL SEND YOU A FREE

GUYVER 1

OR **MANGA VIDEO**
VHS tape, rated 15

BIKINI JENETTE
top quality **MOUSE MAT**

ABSOLUTELY FREE

Just state your choice as you order
Only one offer may be chosen. Overseas members add £2 carriage.
All offers subject to stock availability.

NOKIA 14" COLOUR TV/MONITOR ...214.99

WITH NICAM STEREO SOUND AND FASTEXT (TELETEXT)

SAVE £25

NICAM DIGITAL STEREO

- FASTEXT
- NICAM DIGITAL STEREO
- SQUARE TINTED TUBE
- AUTO PROGRAMMING
- ON SCREEN DISPLAY
- HEADPHONE SOCKET
- REMOTE CONTROL
- SCART SOCKET
- STEREO AUDIO OUT
- MADE IN GERMANY

ATARI LYNX 16 BIT HANDHELD ...29.99

COMPLETE WITH BATMAN RETURNS GAME
GET YOUR HANDS ON THE MOST POWERFUL HANDHELD CONSOLE IN THE WORLD. 4096 COLOURS, STEREO SOUND, BACKLIT SCREEN
OVER 30 TITLES IN STOCK FROM 4.99

ATARI JAGUAR 64-BIT CONSOLE WITH CYBERMORPH GAME AND JOYPAD JUST 85.99

SAVE £64

MEGADRIVE 2 WITH SUPER KICK OFF & 2 JOYPADS 69.99

ATARI JAGUAR

ATARI CONTROL PAD FOR JAGUAR ...19.99
ALIEN VS PREDATOR ...49.99
BRUTAL SPORTS FOOTBALL ...14.99
CHEQUERED FLAG ...19.99
CLUB DRIVE ...17.99
DOOM ...49.99
DOUBLE DRAGON 5 ...47.99
DRAGON - THE BRUCE LEE STORY ...19.99
FLASHBACK ...31.99
HOVERSTRIKE ...47.99
INTERNATIONAL SENSIBLE SOCCER ...14.99
IRON SOLDIER ...28.99
KASUMI NINJA (RECOMMENDED FOR AGES 17+) ...28.99
PINBALL FANTASIES ...29.99
POWERDRIVE RALLY ...38.99
SYNDICATE ...19.99
TEMPEST 2000 ...27.99
TROY AIKMAN (US) FOOTBALL ...48.99

PC CD ROM

ACTUA SOCCER ...26.99
BAD MOJO • ...30.99
CHAMPIONSHIP MANAGER 2 ...29.99
CHAMPIONSHIP MGR ALL STARS • ...29.99
CIVILIZATION 2 • ...32.99
COMMAND & CONQUER ...29.99
DUKE NUKEM 3D ...29.99
EF2000 (TFX 2) ...34.99
FIFA INTERNATIONAL SOCCER 96 ...33.99
FORMULA 1 GRAND PRIX 2 ...32.99
HEXEN (HERETIC 2) ...32.99
MAGIC CARPET + DATA DISK ...13.99
MECHWARRIOR 2 - THE CLANS ...31.99
MICROSOFT PLUS ...35.99
MS ENCARTA 96 ...39.99
MS WINDOWS 95 UPGRADE ...72.99
PRAY FOR DEATH • ...31.99
QUAKE • ...32.99
REBEL ASSAULT 2 ...34.99
SAM & MAX HIT THE ROAD ...12.99
SETTLERS 2 • ...27.99
SONIC CD • ...22.99
TOM CAT ALLEY • ...22.99
TOP GUN - FIRE AT WILL ...30.99
TWISTED METAL • ...34.99
VIPER • ...25.49
WITCHAVEN 2 • ...26.99
WORMS ...26.99

3DO CD

GOLDSTAR 3DO ...194.99
INCLUDES ONE CONTROLLER AND FIFA SOCCER GAME

PANASONIC FZ-10 3DO ...215.99
INCLUDES ONE CONTROLLER AND DAEDELUS ENCOUNTERS, STRIKER AND STARBLADE

GOLDSTAR JOYPAD FOR 3DO ...34.99

LOGIC 3 SPEEDPAD FOR 3DO ...15.99

BATTLESPORT ...23.99
CAPTAIN QUAZAR ...35.99
DOOM ...29.99
FOES OF ALI ...34.99
GEX ...19.99
JOHNNY BAZOOKATONE • ...34.99
KILLING TIME ...23.99
NEED FOR SPEED ...34.99
PGA TOUR GOLF 96 ...19.99
PO'ed (POED) ...23.99
RETURN FIRE & RETURN FIRE
MISSION DISK - MAPS OF DEATH • ...35.99
SPACE HULK ...29.99
STARFIGHTER ...23.99
SYNDICATE ...19.99
THEME PARK ...14.99
WING COMMANDER 3 ...19.99

MEGADRIVE

AUSTRALIAN RUGBY LEAGUE ...37.99
CHAOS ENGINE ...19.99
CUT THROAT ISLAND • ...43.49
FIFA INTERNATIONAL SOCCER 96 ...36.99
LION KING ...39.99

MEGA GAMES 1
WORLD CUP ITALIA 90, COLUMNS, SUPER HANG ON ...20.99

MICKEY MANIA ...21.99
MICRO MACHINES 2 96 ...36.99
NBA LIVE 96 ...37.99
NHL ICE HOCKEY 95 ...19.99
POWER RANGERS - THE MOVIE ...34.99
POWERDRIVE ...19.99
PREMIER MANAGER ...34.99
PSYCHO PINBALL ...19.99
ROAD RASH 2 ...19.99
SONIC 2 ...19.49
SONIC 3 ...24.99
SONIC AND KNUCKLES ...21.99
SONIC THE HEDGEHOG ...14.49
STORY OF THOR ...36.99
STREET RACER ...26.99
SUPER SKIDMARKS ...34.99
SYNDICATE ...17.49
THEME PARK ...35.99
TOY STORY • ...37.49
URBAN STRIKE ...20.99
VIRTUA RACING ...33.99

SUPER NES

CUT THROAT ISLAND • ...43.49
DONKEY KONG COUNTRY 2 ...45.99
DOOM ...45.99
EARTHWORM JIM 2 ...42.99
FIFA INTERNATIONAL SOCCER 96 ...39.99
ILLUSION OF TIME ...26.49
INT'L SUPERSTAR SOCCER DELUXE VERSION - RATED 96% BY NMS ...47.99
JOHN MADDEN NFL 93 ...9.99
JUNGLE STRIKE ...36.99
KILLER INSTINCT ...34.99
LEGEND OF THE MYSTICAL NINJA ...17.99
MARIO ALL STARS ...24.99
MICKEY MANIA ...19.99
MICRO MACHINES 2 ...37.99
NBA LIVE 96 ...39.99
PGA TOUR GOLF ...18.99
SECRET OF EVERMORE • ...47.99
SECRET OF MANA ...28.49
STREET RACER ...24.49
STUNT RACE FX ...27.49
SUPER BOMBERMAN ...15.99
SUPER BOMBERMAN 2 ...22.99
SUPER METROID ...19.99
THEME PARK ...37.99
TINY TOON ADVENTURES - BUSTER BUSTS LOOSE ...19.99
UNIRALLY ...24.99
YOSHI'S ISLAND ...45.99
ZELDA 3 - LINK TO THE PAST ...19.99

CD32 CRITICAL ZONE PACK ...139.99

WITH CANNON FODDER, ULTIMATE BODY BLOWS, LIBERATION, MICROCOSM, PROJECT X, DIGGERS AND OSCAR CD's

PRICE CRASH

SAVE £90

AMIGA CD32

ALIEN BREED 3D ...14.99
ALIEN BREED 3D 2 - KILLING GROUNDS • ...23.99
CHAOS ENGINE ...9.49

CORE COMPILATION VOL 2
BANSHEE, SKELETON KREW, HEIMDALL 2, UNIVERSE ...19.99

FIELDS OF GLORY ...9.99
GLOOM ('DOOM' CLONE) ...14.99
GUARDIAN ...10.99
GUNSHIP 2000 ...12.49
MICROCOSM ...19.99
OSCAR & DIGGERS ...3.49
ROAD KILL ...10.99
ROBOCOD (JAMES POND 2) ...7.99
SIMON THE SORCERER ...14.99
SUPER SKID MARKS • ...9.99
TRIVIAL PURSUIT ...10.99
WORMS ...21.49
ZOOL ...3.49

All prices include VAT and carriage to MOST UK mainland addresses.
WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN.

1 MONTH TRIAL MEMBERSHIP JUST £1

ONE YEAR MEMBERSHIP £7.00 (UK) £9.00 (EC) £11.00 (WORLD)

Buy one item as you join for a year and we'll give you a choice of great FREE gifts. Over 250,000 people have joined. Over 330,000 transactions in 1995. Members are under no obligation to buy anything. Our regular club magazine contains a staggering selection of products, many at below trade price. Hundreds of pages of information on our internet site at www.reserve.co.uk. Amazing club shops at Chelmsford, Essex and Sawbridgeworth, Herts. PC repairs & upgrades at Sawbridgeworth (e.g. your 486 to Pentium by mail). No Quibble return policy £4 min or 2.5% - see the club magazine for details.

Overseas orders must be paid by credit card
Hardware items (battery or mains) are only supplied to the UK mainland
Overseas surcharge £2.00 per software item or **25%** on other items

C & VG

(BLOCK CAPITALS please)
Name & Address _____

_____ Postcode _____
If Mac or PC please state DISK or CD ROM
Phone No _____ Machine _____

Enter membership number (if applicable) or
NEW MEMBERSHIP FEE (1 MONTH £1.00) _____

item _____
item _____
item _____

Please use this box to add any **optional** fast delivery charge
1st Class Post 50p per posted item or **£3 hardware**

ALL PRICES INCLUDE UK POSTAGE & VAT
Cheque/P.O./Creditcharge/Access/Switch/Visa £ _____

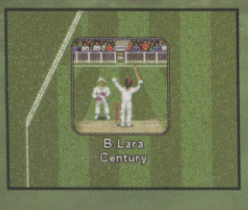
CREDIT CARD _____
EXPIRY DATE _____ SIGNATURE _____ SWITCH (ISSUE NO_____)

Mail Order address. Cheques payable to:
SPECIAL RESERVE
P.O. BOX 847, HARLOW, CM21 9PH
or FAX a credit card order on 01279 726842 - and we'll FAX back.
Inevitably some games listed may not yet be available. Please phone to check availability. Prices may change without prior notification. Sent to press 19.03.96 E.&O.E. SAVE = Saving off full retail price.
Inter-Mediates Ltd, The Maltings, Sawbridgeworth, Herts.

reserve.co Creditcharge card subject to status. See the club magazine for details.

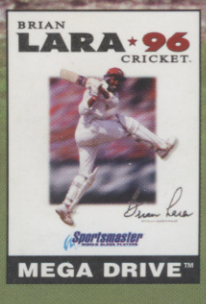
LARA'S BACK.

THE U.K's No. 1 CHART HIT FOR TEN WEEKS RETURNS.



BRIAN
LARA ★ 96
CRICKET™

COUNTY CRICKET · WORLD CUP CRICKET
HISTORIC MATCHES · INTERNATIONAL TEST CRICKET
PRACTICE ARENA · FULL PLAYER AND TEAM EDITING



Codemasters

THE NEW SEASON BEGINS MAY '96

Sportsmaster WORLD CLASS PLAYERS

Contact Codemasters: Telephone 01926 814 132 Fax 01926 817 595

This game is not endorsed by any player or team other than Brian Lara .© The Codemasters Software Company Ltd. ("Codemasters") 1996. All Rights Reserved. Codemasters, Sportsmaster, and Brian Lara Cricket '96 are trademarks being used under license by Codemasters Software Company Ltd. Brian Lara rights are used and reproduced under license from Leading Brands Limited. Sega and Mega Drive are trademarks of Sega Enterprises Ltd. Codemasters is using the trademarks pursuant to a licen

The Computer and Video Games FREE Pull-out Guide

computer and video games

May 1996

FREEPLAY

Issue 1

stop press • stop press •

FIGHTING VIPERS SEEN ON SATURN!

Don't expect to see any pictures for a while, but *Fighting Vipers* definitely exists in an early form on Saturn!

A reliable source, close to CVG, has actually seen the game up and running at AM2's headqarters in Japan and reports that even at this early stage it looks incredibly promising. Even after the brilliant Saturn conversion of *VF2*, there were doubts that *Fighting Vipers* could – or would – ever be converted. The coin-op features some amazingly complex backdrops, packed with interactive 3D scenery, and it's these that were thought impossible to replicate on Saturn. However, although little more than the graphics have so far been worked on, the game already features... *the walls!*

Sega's in-house development teams are forever making progress with the Saturn's capabilities, and AM2, with the SGL operating system under their belt, are more ambitious than any. Head of AM2, Yu Suzuki, has always stated they would never undertake any Saturn conversion of their arcade games unless they thought it could be satisfactorily translated to their high standards.

Fighting Vipers is no exception. The programming staff hope to include as many of the coin-op's spectacular features as possible. And – wait for it – the huge aeroplane that takes off on Tokio's level WILL be in there!

We'll believe that when we see it!

.....

Virtua Cop 2 is also in an early state of development at AM2's HQ. So far seen, is the first urban level, complete with the car chase sequence. Whether this proves to be as stunningly close a conversion as the first *Virtua Cop*, only time can tell.

Fighting Vipers: They're coming to the Saturn WITH their aeroplane.

MACHINE WARS!

Things certainly seem rosy for Sega in Japan at the moment. *VF3* is causing disbelief at its incredible new hardware, the new white Saturn is flying off the shelves, and *Panzer Dragoon Zwei* has proved more popular than *Biohazard* on Playstation. In the UK though, the picture is a little less clear.

Last month, Sega Europe went on record claiming that Saturn had overtaken PlayStation in weekly sales, based on recent Gallup figures that showed Saturn just behind PS, with unsurveyed stores yet to be taken into account. Sony have responded by challenging Sega to an independent sales audit, to prove once and for all that PlayStation is ahead of Saturn in cumulative sales. Indeed, with the new £379 triple game bundle available from Dixons, PS sales have been seen to double in recent weeks.

So, the Saturn vs Playstation argument has left the playground and taken to the streets. Can there really be a winner to this argument? Personally, we can't wait for the Ultra 64.

GAME SHOWS OVER

Fed up with all those TV programmes about video games? Well, you can't be anymore, because four of them have been axed!

ITV's *Bad Influence* and *T.I.G.S.*, and BBC's *Total Reality* and *Reactive* have all been axed after popularity in the shows has dropped. Most notably, *Bad Influence*'s 50 percent slice of all viewers aged 15 or under had dropped to only 30 percent.

Is this a sign that video games are losing appeal to the core teen age-group, or is it just that the shows were, well, crap? Send us your idea of what you want – and expect – from a video games TV show. Who knows, it might make it onto TV. Although, considering this news, it probably won't.

READERS MOST WANTED CHART

We asked you what you're most looking forward to and here are the first gibbering results...

1.	ULTIMATE MK3	PLAYSTATION
2.	QUAKE	PC
3.	NINTENDO 64	WHADDA YOU THINK?
4.	ULTIMATE MK3	SATURN
5.	VIRTUA FIGHTER 3	ARCADE
6.	TEKKEN 2 (OFFICIAL)	PLAYSTATION
7.	SATURN SONIC GAME	SATURN OBVIOUSLY
8.	FIGHTING VIPERS	SATURN
9.	DAYTONA REMIX	SATURN
10.	MARVEL SUPERHEROES	SATURN/ PLAYSTATION

To continue this chart, we need YOUR support. So when you send anything into CVG (Letters, art, tips, anything), we want your Top 3 Most Wanted List too, in chosen order. Fail to do this and we won't pay any attention to your mail. SO DO IT! Oh, and by Most Wanted we mean 'what you want to see released', not 'what you want for your birthday' or anything. Fools.

Contents

Page	
1	News/Readers charts
2	Official Charts
3	Retro Computer Cabin
4	Killer Instinct 2 Arcade guide
8	Drawins wot You dun
10	Ultimate Mortal Kombat 3 arcade guide
14	Small Tips
16	Reader ad form

OFFICIAL CHART ROUN

UK MULTI-FORMAT SALES TOP 20

THIS WEEK	LAST WEEK	TITLE	FORMAT	PUBLISHER
1	**NE**	**CIVILIZATION 2**	**PC CD-ROM**	**MICROPROSE**
2	3	DUKE NUKEM 3D: SHAREWARE	PC CD-ROM	US GOLD
3	2	TOTAL NBA '96	PLAYSTATION	SONY
4	1	ACTUA SOCCER	PLAYSTATION	GREMLIN
5	5	SENSIBLE WOS 95/96	AMIGA	TIME WARNER
6	4	C&C: COVERT OPERATIONS	PC CD-ROM	VIRGIN
7	6	FIFA '96	MEGADRIVE	EA
8	7	COMMAND & CONQUER	PC CD-ROM	VIRGIN
9	14	DESCENT 2: SHAREWARE	PC CD-ROM	INTERPLAY
10	20	CHAMPIONSHIP MANAGER 2	PC CD-ROM	OCEAN
11	NE	ROAD RASH	PLAYSTATION	EA
12	RE	VIRTUA COP (GAME & GUN)	SATURN	SEGA
13	NE	D	PLAYSTATION	ACCLAIM
14	8	NBA LIVE '96	PC CD-ROM	EA
15	9	SAM & MAX	PC CD-ROM	KIXX
16	10	TRACKSUIT MANAGER 2	AMIGA	ALTERNATIVE
17	19	BEAVIS & BUTTHEAD	PC CD-ROM	CIC
18	15	7th GUEST: WHITE LABEL	PC CD-ROM	VIRGIN
19	RE	PREMIER MANAGER 3 DELUXE	PC CD-ROM	GREMLIN
20	RE	FIFA '96	PC CD-ROM	EA

JAPANESE MULTI-FORMAT SALES TOP 10

1. SUPER FAMISTAR 5 (BASEBALL GAME)	**SUPER FAMICOM**
2. POWERFUL PRO BASEBALL 3	SUPER FAMICOM
3. POCKET MONSTER	GAMEBOY
4. EVANGELION	SATURN
5. VAMPIRE HUNTER	SATURN
6. BAHAMUT LAGOON	SUPER FAMICOM
7. GUN HAZARD	SUPER FAMICOM
8. J LEAGUE PRO SOCCER CLUB	SATURN
9. Z GUNDAM: AWAY TO THE NEWTYPE	SUPER FAMICOM
10. SIM TOWER	SATURN

AMERICAN MULTI-FORMAT SALES TOP 10

1. ALIEN TRILOGY	**PLAYSTATION**
2. KING'S FIELD	PLAYSTATION
3. D	PLAYSTATION
4. NBA: IN THE ZONE	PLAYSTATION
5. STREETFIGHTER ALPHA	PLAYSTATION
6. NFL GAMEDAY	PLAYSTATION
7. NBA LIVE '96	SUPER NES
8. NBA LIVE '96	GENESIS
9. NHL FACEOFF	PLAYSTATION
10. JOHNNY BAZOOKATONE	PLAYSTATION

COMPUTER & VIDEO GAMES MOST RECOMMENDED!

Nothing to do with how well they're selling. These are what WE reckon are the best games available this month!

SATURN UK TOP 5

1. STREET FIGHTER ALPHA	**VIRGIN**
2. VIRTUA FIGHTER 2	SEGA
3. SEGA RALLY	SEGA
4. VIRTUA COP	SEGA
5. X-MEN: CHILDREN OF THE ATOM	ACCLAIM

SATURN IMPORT TOP 5

1. PANZER DRAGOON ZWEI	**SEGA**
2. STREET FIGHTER ZERO	CAPCOM
3. VAMPIRE HUNTER: DARKSTALKERS REVENGE	CAPCOM
4. GUARDIAN HEROES	SEGA
5. GUN GRIFFON	GAME ARTS

PLAYSTATION UK TOP 5

1. STREET FIGHTER ALPHA	**VIRGIN**
2. ACTUA SOCCER	GREMLIN
3. WIPEOUT	PSYGNOSIS
4. DOOM	GT INTERACTIVE
5. ALIEN TRILOGY	ACCLAIM

PLAYSTATION IMPORT TOP 5

1. TEKKEN 2	**NAMCO**
2. BIOHAZZARD (RESIDENT EVIL)	CAPCOM
3. STREET FIGHTER ZERO	CAPCOM
4. RIDGE RACER REVOLUTION	NAMCO
5. NAMCO MUSEUM 2	NAMCO

PC TOP 5

1. QUAKE DEATH MATCH TEST	**ID SOFTWARE**
2. TERRANOVA	VIRGIN
3. DESCENT 2	INTERPLAY
4. DUKE NUKEM: SHAREWARE	US GOLD
5. BEAVIS & BUTTHEAD: VIRTUAL STUPIDTY	VIACOM

MEGADRIVE TOP 3

1. SONIC AND KNUCKLES	**SEGA**
2. EARTHWORM JIM 2	VIRGIN
3. TOY STORY	SEGA

SUPER NES TOP 3

1. METROID (BARGAIN £14.99!)	**THE**
2. SUPER MARIO BUNDLE PACK (BARGAIN £34.99!)	THE
3. YOSHI'S ISLAND	THE

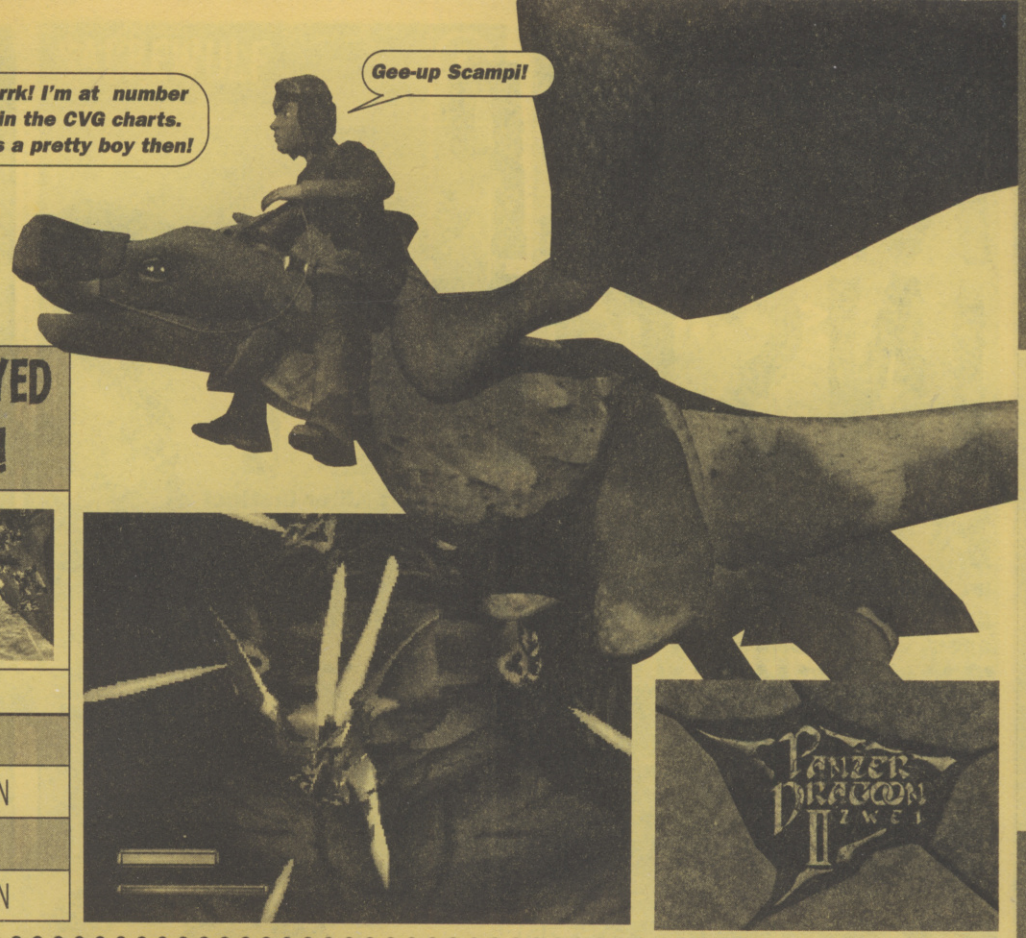
3DO TOP 3

1. CAPTAIN QUASAR	**STUDIO 3DO**
2. RETURN FIRE: MAPS O' DEATH	EA
3. FOES OF ALI	EA

ARCADE TOP 5

1. STREET FIGHTER ZERO 2	**CAPCOM**
2. FIGHTING VIPERS	SEGA
3. DIRT DASH	NAMCO
4. MANX TT	SEGA
5. SOUL EDGE	NAMCO

D-UP


Squarrk! I'm at number one in the CVG charts. Who's a pretty boy then!
Gee-up Scampi!

CVG TEAM'S MOST PLAYED GAMES OF THE MONTH!

Want to know what we're playing the most? No? Well, stuff you then.

1.	PANZER DRAGOON ZWEI	SATURN
2.	STREET FIGHTER ZERO	SATURN
3.	RESIDENT EVIL	PLAYSTATION
4.	VAMPIRE HUNTER	SATURN
5.	THE NEED FOR SPEED	PLAYSTATION

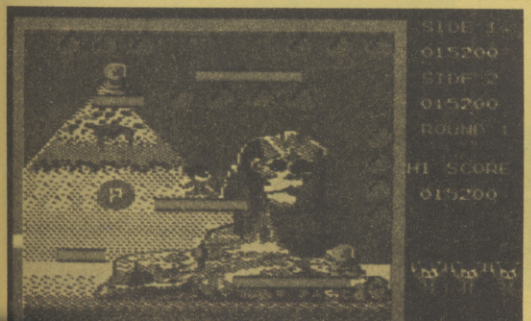
VIDEO GAMING

Dave Kelsall's Retro Computer Cabin

Just across the room from the all-new C&VG there's a small corner full of old discarded computers, consoles and tattered back issues of C&VG. This is David Kelsall's newly formed lunchtime retro computer club and it aims to bring you the hottest gossip from C&VG ten years ago.

C&VG MAY 1986

One to add to your cassette-based collection from this month has got to be *BOMB JACK* by ELITE software (of *Kokatoni Wilf, Dukes of Hazard fame*) on the C64 and spectrum. The basic idea of the game is to help *BOMB JACK* collect a load of bombs – at the same time as avoiding the nasties. Jack can run, jump and fly around the screen, and if he follows a particular sequence bonus points can be earned. Er... and that's it really except that it was a C&VG HIT! and had previously coined it in at the arcades. You *should* be able to pick up either version for about £2.50 at selected Computer Caverns.



Remember IMAGINE-THE NAME OF THE GAME they had some classic titles including *PING PONG*, a nifty little conversion of the KONAMI original. Another C&VG Hit and a great (maybe the only?) computer game of table tennis.

OOOH! Just a quickie, remember when *Starfox* was coming out on the SNES and they changed the name to *Starwing*. Well its cos Ariolasoft had already done a similar type of game called *Starfox* for the C64.

Southern Belle. Sequel *Evening Star* coming soon!

Forget *SEGA RALLY* or *RIDGE RACER*! What you want is *SOUTHERN BELLE: KING ARTHER Class 4-6-0 locomotive simulator*. Your task is to take the passenger train from Victoria to Brighton, playing the roles of both driver and fireman. Cope with coal and water, keep an eye on the signals, and arrive at the stations on time. Worth checking out for the novelty value alone, athough Tony Crowthers *LOCO* or *SUICIDE EXPRESS* are a lot more fun if hardcore train action is what your after.

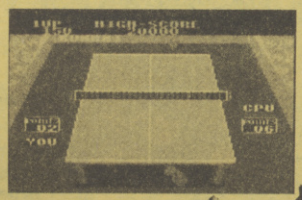
Tony Crowther had his first game rejected by C&VG! Luckily he wasn't that put off otherwise the likes of *POTTY PIDGEON* would never have surfaced.

The brilliant *BOMB JACK*. Seek it out!

1986 CHARTS

All formats - Commodore 64, Spectrum 48K, Amstrad.

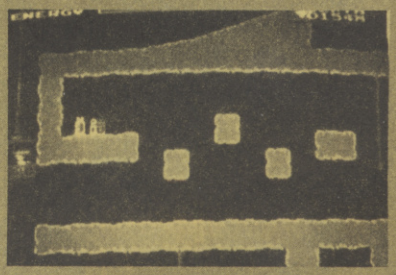
1. HARDBALL	COMMODORE 64
2. YIE AR KUNG FU	ALL FORMATS
3. F1 SIM	ALL FORMATS
4. RAMBO	ALL FORMATS
5. FA CUP FOOTBALL	ALL FORMATS



Ping Pong featured the most awesome Spectrum sound ever!

COLLECTORS CORNER

SPECTRUM: *BATMAN, TURBO ESPRIT*
C64: *THRUST*
CONSOLE: Release of the NES means that classic carts will definitely be uncovered during the coming months.
ARCADE: *SPELUNKER* by Irem marked maybe the first time an original computer game had been converted to arcade. The game was basically a sort of *PETER PAC RAT* or *LODERUNNER* clone but made a change from the scrolling beat 'em ups that were hogging the arcades at the time.



Never heard of *SPELUNKER* or *PETER PAC RAT* eh? Don't worry check out the classic LODERUNNER instead.

"The Cabin" will almost certainly be the most popular feature in C&VG and we will gratefully display reader and advertisers ads for free to help hunt down those classics of yesteryear.

KILLER INSTINCT 2

By popular demand CVG brings you the best Killer Instinct 2 guide around. We have got our grubby little hands on all of the finishing moves, combo breakers and special moves. Help has come from the people at Rare with this guide, the man in the north known as Graham Duffy, and our agent around town Danny Boutros.

SUPER MOVE BARS

The most noticeable addition to KI2 is the introduction of a super move bar. As the player takes hits, performs special moves, and so on, this bar fills up. Once this happens each player has the ability to perform super special moves. All fighters have roughly six super attacks to their name.

COMBO BREAKING

No longer will you need to know the power of attack that your adversary is performing to break it. KI2 simplifies the art of combo breaking by using this simple method: Punches break kicks, and kicks break punches. This means that if your opponent is starting to unleash a combo using the various kick buttons, you can break it quite easily by pressing punch after the combo breaker sequence.

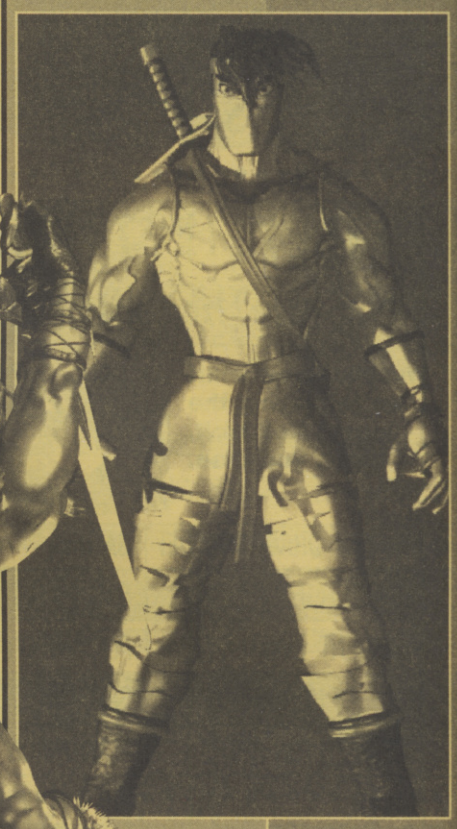
ADDITIONAL LINKERS

As you may remember in the first KI, linkers were the most important feature in performing combos, but sadly each player had only one linker to extend their combos. Now each character in KI2 have multiple-linkers, which means that the total amount of combos available to each player exceeds five-figure numbers!

(All moves are assuming the player is facing right)
HCB=Half Circle Back
HCT=Half Circle Toward
F=Forward
B=Back
D=Down
U=Up
1=Quick Punch
2=Medium Punch
3=Fierce Punch
4=Quick Kick
5=Medium Kick
6=Fierce Kick
THE NUMBER BESIDE EACH SUPER MOVE, INDICATES THE AMOUNT OF BLOCKS USED IN THE SUPER BAR.

Note: Fatalities can only be performed once the opponent's energy is flashing red, also these have to be activated inside a combo. Super Moves are only possible once the super bar is maxed out.

JAGO



SPECIALS	
Wind Kick	DF, D, DB+any K
Laser Blade	DF, D, DB+3
Slide	DB, D, DF+any K
Endokuken	DF, D, DB+ any P
Tiger Fury	F, D, DF+ any P

SUPER MOVE	
Super Endokuken [4]	D, DB, B, DB, D, DF, F+3
Super Windkick [3]	DF, D, DB, B, F+5
Super Ninja Slide [3]	DB, D, DF, F, B+6
Super Tiger Thrash [3]	D, DB, B, DB, D, DF, F+3

COMBO BREAKER	
	F, D, DF+Any P/K

FATALITY	
Dragon Summon	D, DB, B, F+2
Sword Strike	F, D, DF+6

TJ COMBO

SPECIALS

Tremor	B, F+5
Spin punch	B, F+1
Rollercoaster	B, F+2
Powerline	B, F+3
Cyclone	Hold 3, release then 3
Skull Crusher	B, F+6

SUPER MOVE

Power Frenzy [2-6]	HCB+3
Super Spinfist [3]	HCB then F+1
Super Rollercoaster [3]	HCB then F+2
Dizzy Tremor [3]	HCB+5

COMBO BREAKER

	B, F+any P/K

FATALITY

Eat This	Hold F, then DF, D, DB, B+FK
Knockout	Hold 4 for two secs then release

SABREWULF

SPECIALS

Sabre Wheel	B, F+5
Sabrepounce	B, F+2
Sabrespin	B, F+3
Howl	B, F+1
Sabre Flip	B, F+6

SUPER MOVE

Lupus Loopy [6]	HCB then F+6
Spirit Spark [3]	HCB then F+3
Floor Press Jump [3]	HCB+3
Superwheel [3]	HCB then F+2
Superspin [3]	HCB then F+5

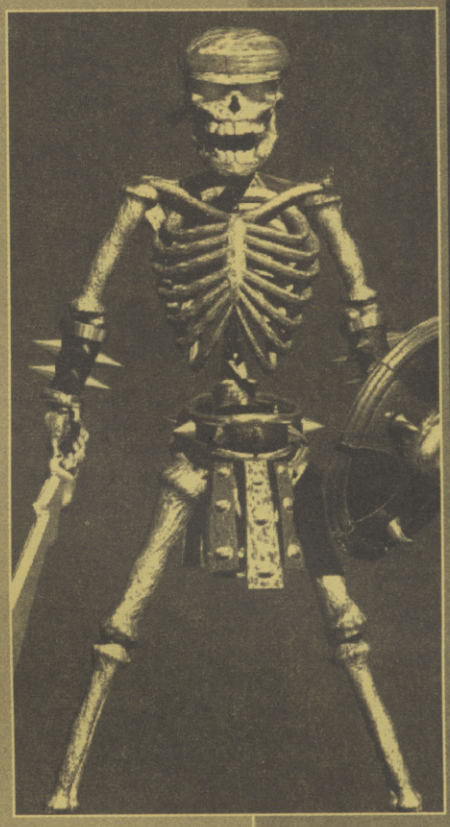
COMBO BREAKER

	B, F+any P/K

FATALITY

Vampire Storm	Hold UP for two secs, then release
Electrify	Hold 6 for two secs , then release

SPINAL



SPECIALS

Skeleskewer	D, DF, F+any K
Flaming Blade	D, DF, F+3
Skull Scrape	DB, D, DF+6
Power Devour	B+1
Soul Drain	D, DF, F+1
Skeleport	D, DB, B+any K

SUPER MOVE

Grim Reaper [3]	D, DB, B, DB, D, DF, F+3
Five Skulls [6]	D, DB, B, DB, D, DF, F+6
Super Scrape [3]	D, DF, F, B+6
Super Blade [3]	D, DF, F, B+2
Freeze Skull [3]	D, DB, B, DB, D, DF, F+5

COMBO BREAKER

	D, DF, F+any P/K

FATALITY

Grip Of Death	D, DF, F, D, DF, F+1
Spinal Snap	D, D+4

GLACIUS

SPECIALS

	Move
Cold Shoulder	D, DF, F+2
Liquidize	D, DF, F+any K
Icy Grip	D, DF, F+1
Arctic Blast	D, DB, B+any K
Ice Spear	D ,DF, F+3

SUPER MOVE

	Move
Mega Slam [6]	HCT, B+2
Glacial Blast [4]	D, DB, B, F+3
Super Shoulder [3]	HCT then B+2
Super Liquidize [3]	HCT then B+6
Reverse Puddle [3]	HCB+6

COMBO BREAKER

	Move
	D, DF, F+any P/K

FATALITY

	Move
Crystallize	B, D, DB+4
Ice Spear	HCB then F+5

FULGORE

SPECIALS

	Move
Cyberdash	HCT+any K
Plasma Shield	D, DB, B+any K
Laser	DF, D, DB+2 or 3
Plasmaslice	F, D, DF+any P
Laser Storm	F, DF, F+any P

SUPER MOVE

	Move
Ultra Slice [6]	D, DB, B, DB, D, DF, F+3
Lock-On [1]	HCT+4
Air EyeLaser Jump [1]	DF, D, DB+3
Cloak [1 block/2 steps]	DF, D, DB+6
Superdash [3]	HCT then B+6
Plasma Sparks [3]	HCB then F+6
Teleport [1]	B, D, DB+P/K

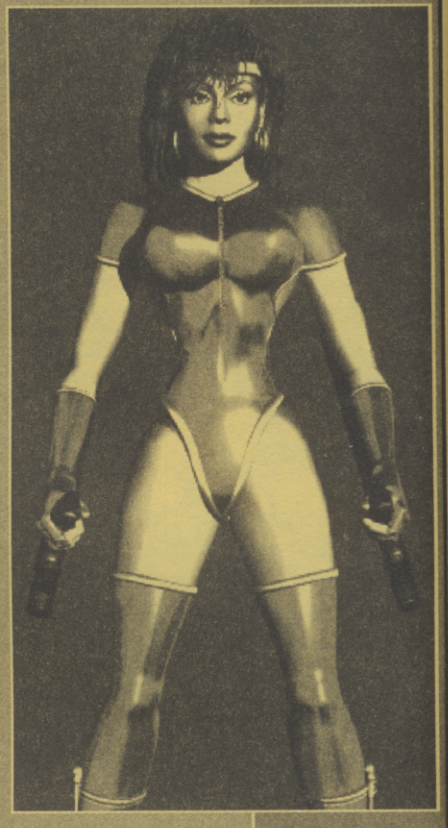
COMBO BREAKER

	Move
	F, D, DF+any P/K

FATALITY

	Move
Nuke From Orbit	HCT, B+2
War Droid	F, DB, D, DF, F+5

B. ORCHID



SPECIALS

	Move
Flik Flak	DF, D, DB+any K
San	DF, D, DB+3
Tiger Slide	DB, D, DF+any K
Airbuster	F, D, DF+any K
Tonfa Fire	D, DF, F+any K

SUPER MOVE

	Move
Gyro Kyaku [6]	D, DB, HCT+6
Firecat [3]	DF, D, DB, B, F+5
Super San [3]	DB, D, DF, F, B+3

COMBO BREAKER

	Move
	F, D, DF+any P/K

FATALITY

	Move
Shocker	B, D, DB+5

TUSK

SPECIALS

	Move
Boot Kick	DF, D, DB+any K
Web Of Death	DF, D, DB+3
Skull Splitter	DB, D, DF+any K
The Conqueror	F, D, DF+6
Back Stab	HCB+1

SUPER MOVE

	Move
The Destroyer [6]	D, DB, B, DB, D, DF, F+3
Ground Flame [4]	DB, D, DF, F, B+4
Shadow Overhead [3]	DB, D, DF, F, B+6
Super Web [3]	D, DF, F, B+3
Super Boot [3]	DF, D, DB, B, F+6

COMBO BREAKER

	Move
	F, D, DF+any P/K

FATALITY

	Move
Rockfall	D, DF, F, D, DF, F+2
Bite	F, D, DF+5

KIM WU

SPECIALS

	Move
Tornado Kick	DF, D, DB+any K
Firecracker (mid-air)	DF, D, DB+2 or 3
Splitkick	DB, D, DF+ any K
Fireflower	F, D, DF+1

SUPER MOVE

	Move
Snap Dragon [6]	D, DB, B, DB, D, DF, F+3
Shadow Tornado [3]	DF, D, DB, B, F+6
Ultra Fireball Jump [4]	D, DF, F, B+2
Fire Cracker [3]	DF, D, DB, B, F+3

COMBO BREAKER

	Move
	D, DF, F+any P/K

FATALITY

	Move
Torso Press	B, F, D, DF+5
Shuriken	DB, D, DF, F, B+4

MAYA

SPECIALS

	Move
Flip Kick	B, F+5
Savage Blades	B, F+2
Mantis	B, F+3
Jungle Leap	B, F+6
Cobra Bite	B, F+1

SUPER MOVE

	Move
Tree Cutter [6]	HCB then F+6
Shadow Mantis [3]	HCB then F+3
Super Blades [3]	DF, D, DB, B, F+2
Super Flip [3]	DF, D, DB, B, F+5

COMBO BREAKER

	Move
	B, T+any P/K

FATALITY

	Move
Shrink	D, DF, F, B+1
Jumbo Crusher	D, DB, B, F+4

My name is Hunter and i am Toms dog and i give a bone to my favourite picture.

drawinz wot you dun

The pages where budding art masters get their 1 month of fame.

KEY

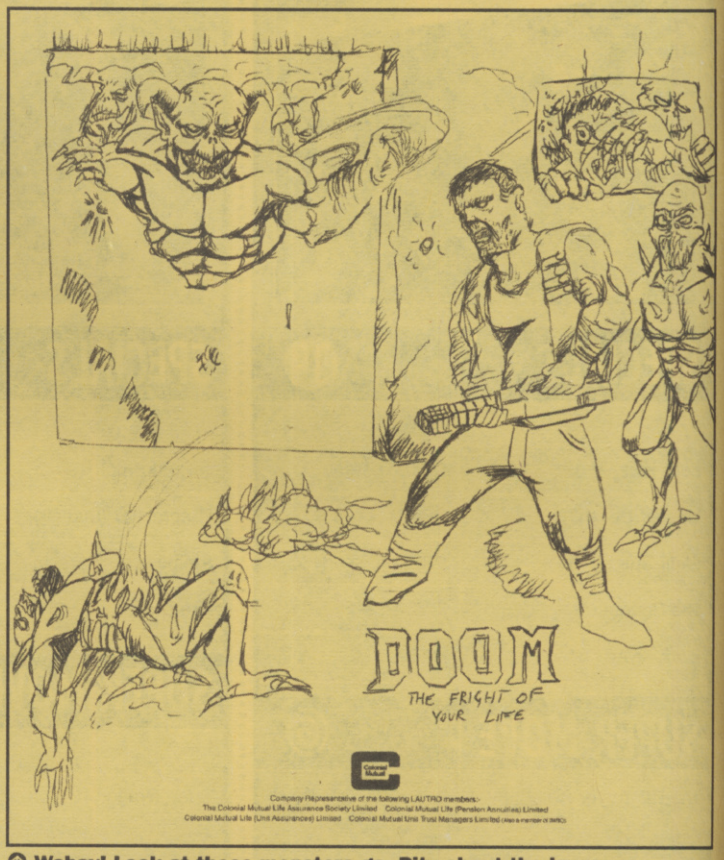
I know when something has been slapped together in 5 minutes so don't even try it.

Originality, creativity, style, fun, and not copied straight off another magazine.

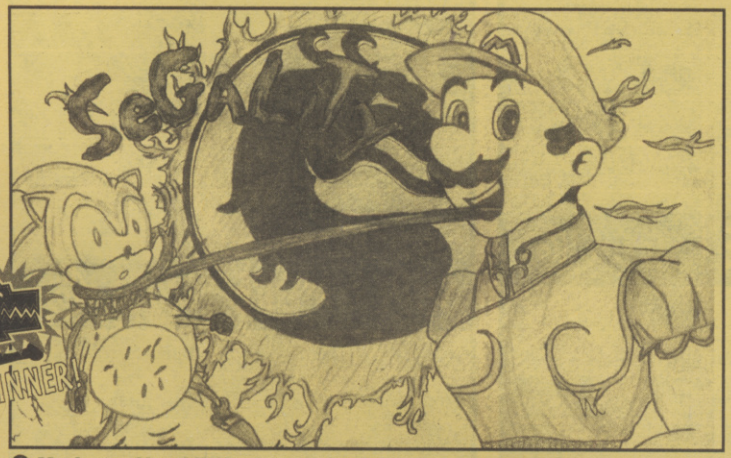
Most of this months stuff is nicked from NMS and Mean Machines to start off this new regular section. But send in your kwality art and there'll be a prize for the best one. Send them to: Drawins wot you dun, CVG, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Nice graphic by Chris Byme. Well done Chris keep up the good work.

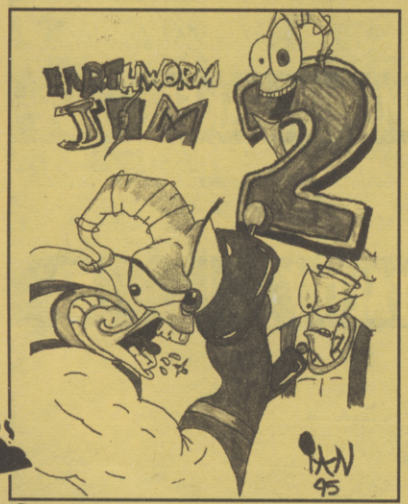
Good art, good game, if Ed "Pinky" Lomas has got anything to say about it. From Gregory "Essex boy" Speller.



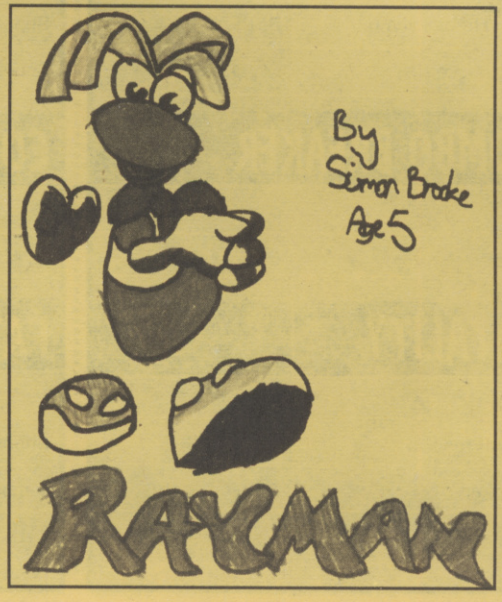
Wehay! Look at those monsters go. Pity about the insurance company headed paper.

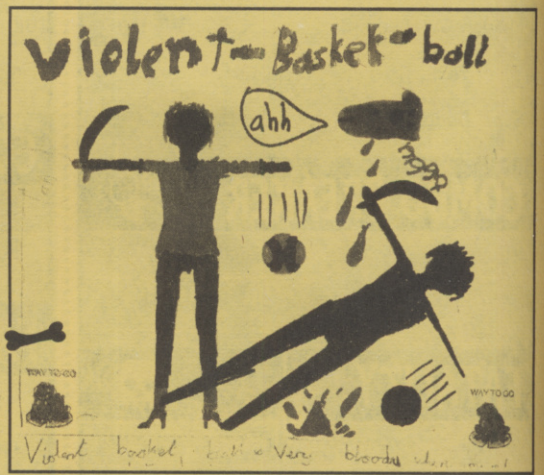


Mario on ChunLi's body. I like your style Lee Hobkirk from Consett.



Now that's not copied straight off the box is it? Tsk, tsk Ian someone from somewhere.

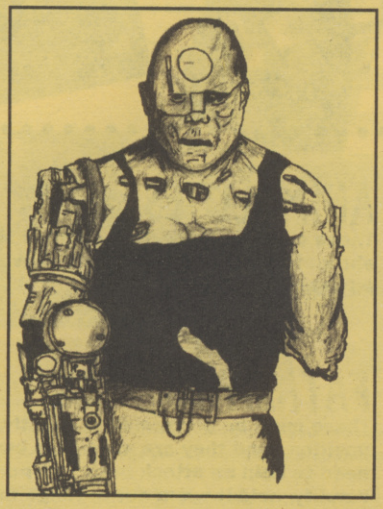




Now this offering from Michael H. is right up my street. Originality, creativity and a healthy dose of blood! Gore-tastic! P.S. like the frogs, nice touch.

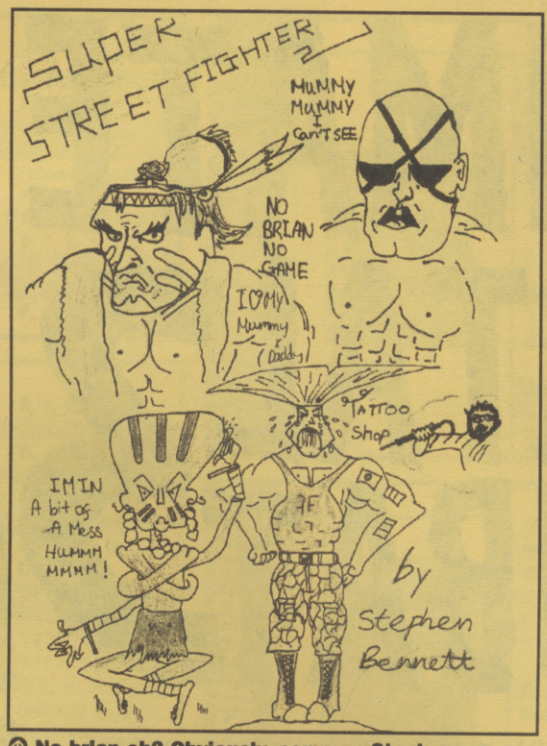
Jolly looking bloke isn't he? Not bad for a 5 year old. Well done Simon Brooke. Give yourself a pat on the head.

Another goodie here art fans. From the multi-talented john Hesford, aged 7.



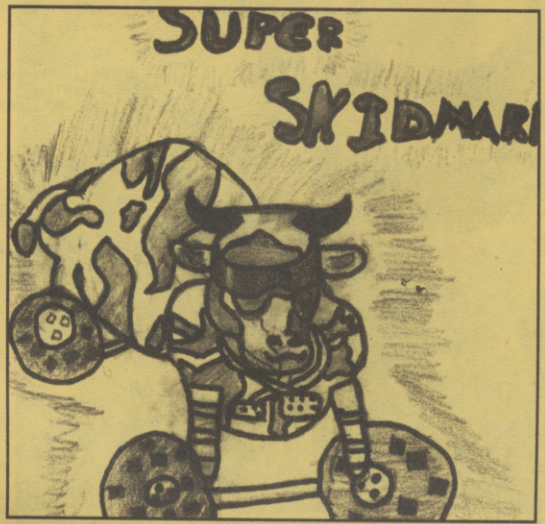
I like this but then again I'm probably biased. Mean Machine is a sort of role model for me. Don't know who it's by.

Would someone remind Robert Harris to put the lids back on his felt tips.



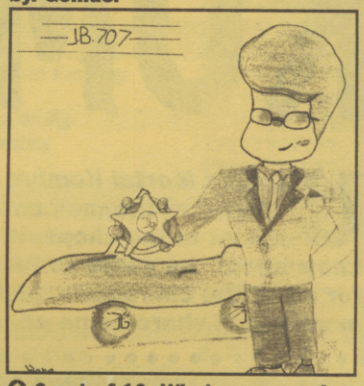
No brian eh? Obviously. come on Stephen Bennett don't let the side down.

Sorry Ross Fretwell, this is traced from a Mean Machines Poster. Who do you think you're trying to fool?



At least it's not traced but come on Kevin Bradley pull your finger out, you can do better than this.

Now this I like. Pinned on my wall infact. Don't know who it's by. Genius.



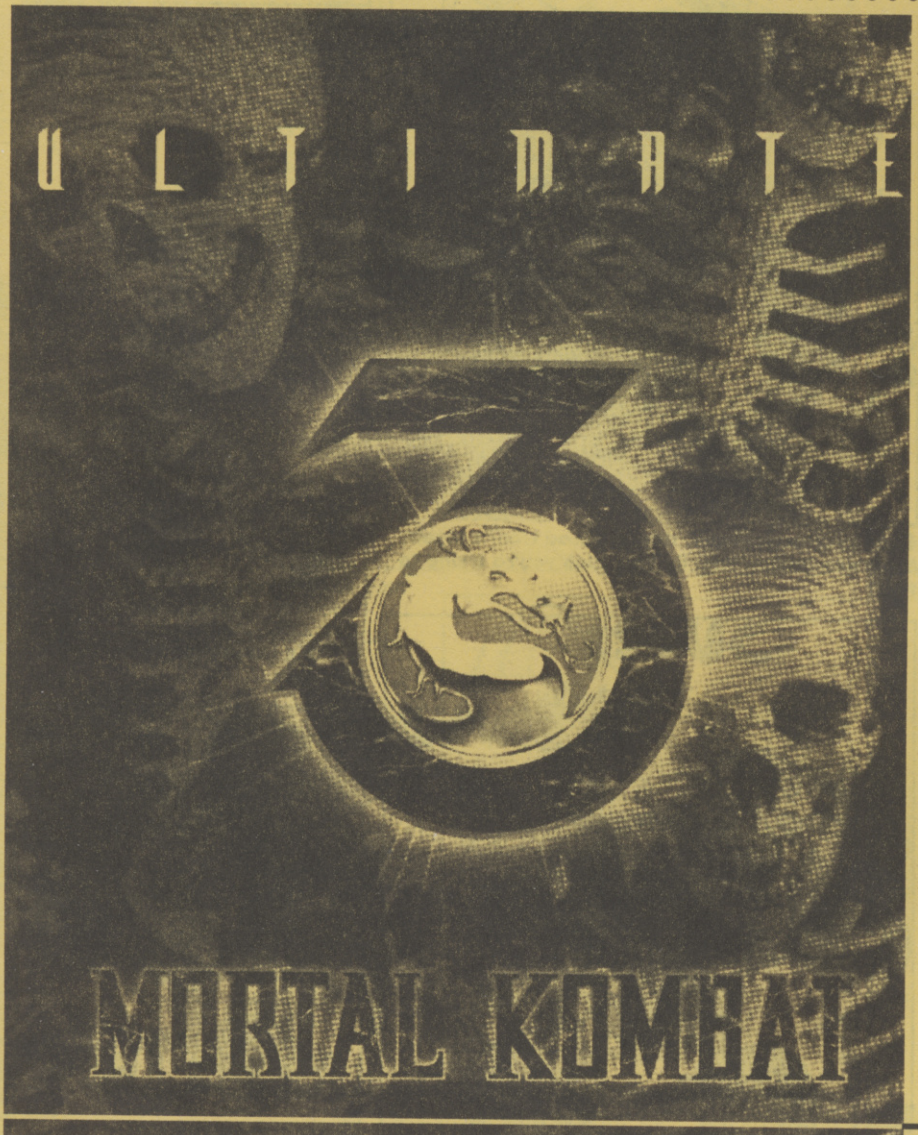
6 out of 10. What more can I say Hana K.S.A

Craig Lamont go to the head of the class.

Hmmm, not bad. Sorry couldn't decipher your signature.

ULTIMATE MORTAL KOMBAT 3

Ultimate Mortal Kombat 3 **is growing in popularity around the country at the moment and with the Saturn and 3DO versions almost in the shops, it's worth us telling you everything we know about the game so far. This month we're giving you a moves list for all of the characters, including the three hidden fighters. Next month we'll share some of our amazing combos with you .**



ANIMALITIES

These can only be performed after Mercy has be shown to an opponent and they have been defeated again.

FATALITIES

These must be performed in exactly the right position - and they are marked in brackets. If you need to hold an attack button to perform the Fatality, hold it when out of range then move into position. These are the exact distances:

Full Screen	**Move as far away as possible**
Jump	**Move next to the opponent and jump away**
Sweep	**Stand at the edge of the reach of a sweep**
One Step	**Stand next to the opponent and tap Backwards once**
Close	**Stand so that you are touch ing the opponent**

U	**Up**
D	**Down**
F	**Forwards**
B	**Backwards**
HP	**High Punch**
LP	**Low Punch**
BK	**Block**
R	**Run**
HK	**High Kick**
LK	**Low Kick**
+	**Press both buttons at the same time**
,	**Press buttons in sequence**

A "*" by the move means that it can be performed in the air.

KITANA

Fan Throw*	F, F, HP+LP
Fan Lift	B, B, B, HP
Flying Punch	F, D, B, HP
Tail Kiss Fatality	(close) R, R, BK, BK, LK
Decapitation Fatality	(close) B, D, F, F, HK
Bubbles Friendship	D, B, F, F, LP
Babality	F, F, D, F, HK
Rabbit Animality	(1 step) D, D, D, R
Pit Fatality	F, D, D, LK

REPTILE

Acid Spit	F, F, HP
Fast Force Ball	F, F, HP+LP
Slow Force Ball	B, B, HP+LP
Dashing Elbow	B, F, LK
Slide	B+LP+BK+LK
Invisibility	U, U, D, HK
Tongue Fatality	(sweep) B, F, D, BK
Acid Puke Fatality	??????????? ???????????
Snake Box Friendship	??????????? ???????????
Babality	F, F, B, D, LK
Monkey Animality	(close) D, D, D, U+HK
Pit Fatality	BK, R, BK, BK

JADE

Straight Blade	B, F, LP
Low Blade	B, F, LK
High Blade	B, F, HP
Shadow Kick	D, F, LK
Invincibility	B, F, H
Stick Shake Fatality	(close) Hold BK + press U, U, D, F, HP
Stick Uppercut	(close) R, R, R, BK, R
Pogo Stick Friendship	B, D, B, B, HK
Babality	D, D, F, D, HK
Kitten Animality	??????????? ???????????
Pit Fatality	??????????? ???????????

SCORPION

Harpoon	B, B, LP
Teleport Punch*	D, B, HP
Mid-Air Throw	BK in the air
Flame Breath Fatality	(jump) D, D, D, U+HK
Multiple Death Fatality	(close) F, F, D, U+R
Skull Box Friendship	???????????
Babality	D, B, B, F, HP
Penguin Animality	(close) Hold BK + press F, U, U, HK
Pit Fatality	??????????? ???????????

MILEENA

Sai Fireball*	Hold HP for 2 seconds and release
Teleport Kick	F, F, LK
Ground Roll	B, B, D, HK
Nail Spit Fatality	(full screen) B, B, B, F, LK
Eat Fatality	(close) D, F, D, F, LP
Mirror Friendship	D, D, B, F, HP
Babality	D, D, F, F, HP
Skunk Animality	(close) F, D, D, F, HK
Pit Fatality	D, D, D, LP

ERMAC

Fireball	D, B, LP
Teleport Punch*	D, B, HP
Slam	B, D, B, HK
Decapitation Fatality	(close) R, BK, R, R, HK
Slam Fatality	(sweep) Hold BK + press D, U, D, D, D, release BK, BK
Friendship	??????????? ???????????
Babality	??????????? ???????????
Animality	??????????? ???????????
Pit Fatality	R, R, R, R, LK

CLASSIC SUB ZERO

Ice Ball	D, F, LP
Floor Freeze	D, B, LK
Slide	B+LP+BK+LK
Black Screen Fatality	(close) D, D, D, F, HP
Second Fatality	??????????? ???????????
Friendship	???????????
Babality	??????????? ???????????
Animality	??????????? ???????????
Pit Fatality	F, D, F, F, HP

SONYA

Energy Fireball	D, F, LP
Bicycle Kick	B, B, D, HK
Flying Punch	F, B, HP
Leg Toss	D+LP+BK
Pink Kiss Fatality	(jump) Hold BK+R + press U, U, B, D
Flame Kiss Fatality	(anywhere) B, F, D, D, R
Flowers Friendship	B, F, B, D, R
Babality	D, D, F, LK
Hawk Animality	(close) Hold LP + press B, F, D, F, release LP
Pit Fatality	F, F, D, HP

JAX

Missile	B, F, HP
Double Missile	F, F, B, B, HP
Floor Punch	Hold LK then release
Grab and Punch	F, F, LP
Dashing Punch	F, F, HK
Backbreaker	BK in the air
Multiple Slam	LP to throw, then HP repeatedly
Big Foot Fatality	(jump) R, BK, R, R, LK
Blade Chop Fatality	(close) BK + press U, D, F, U, release BK
Skipping Friendship	LK, R, R, LK
Babality	D, D, D, LK
Lion Animality	(close) Hold LP + press F, F, D, F, release LP
Pit Fatality	D, F, D, LP

MERCIES

To show mercy, fight through into a third round and win. When the "Finish Him/Her!" message appears, get over half a screen away, hold R, press D, D, D, then release R.

NIGHTWOLF

Arrow Shot	D, B, LP
Axe Uppercut	D, F, HP
Shoulder Charge	F, F, LK
Rebound Shield	B, B, B, HK
Light Beam Fatality	(close) Hold BK + press U, U, B, F, release BK, BK
Lightning Axe Fatality	(jump) B, B, D, HP
Rayden Friendship	(outside sweep) R, R, R, D
Babality	F, B, F, B, LP
Wolf Animality	(close) F, F, D, D
Pit Fatality	R, R, BK

KANO

Knife Throw	D, B, HP
Knife Uppercut	D, F, HP
Straight Roll	Hold LK, then release
Vertical Roll	F, D, F, HK
Shake Throw	D, F, LP
Air Throw	BK in the air
Skeleton Fatality	(close) Hold LP + press F, D, D, F, release LP
Eye Laser Fatality	(sweep) LP, BK, BK, HK
Bubblegum Friendship	LK, R, R, HK
Babality	F, F, D, D, LK
Spider Animality	(close) Hold HP + press BK, BK, BK, release HP
Pit Fatality	Hold BK + press U, U, B, LK

SUB ZERO

Ice Ball	D, F, LP
Ice Statue*	D, B, LP
Ice Shower	D, F, HP
Close Ice Shower	D, F, B, HP
Far Ice Shower	D, B, F, HP
Slide	B+LP+BK+LK
Freeze Snap Fatality	(close) BK, BK, R, BK, R
Ice Blow Fatality	(jump) B, B, D, B, R
Snowman Friendship	LK, R, R, U
Babality	D, B, B, HK
Polar Bear Animality	(close) Hold BK + press F, U, U
Pit Fatality	B, D, F, F, HK

SEKTOR

Straight Missile	F, F, LP
Homing Missile	F, D, B, HP
Teleport Punch*	F, F, LK
Platform Crush Fatality	(sweep) LP, R, R, BK
Flame-thrower Fatality	(full screen) F, F, F, B, BK
Strength Test Friendship	(half screen) R, R, R, D
Babality	B, D, D, D, HK
Bat Animality	(close) F, F, D, U
Pit Fatality	R, R, R, D

PIT FATALITIES

These are always performed when close to an opponent. They only work on: The Subway, Shao Kahn's Tower, The Pit 3, and Scorpion's Lair backgrounds.

SINDEL

Fireball	F, F, LP
Scream	F, F, F, HP
Fly	B, B, F, HK
Air Fireball	D, F, LK in the air
Scream Fatality	(close) R, BK, BK, R+BK
Hair Spin Fatality	(sweep) R, R, BK, R, BK
Field Goal Friendship	R, R, R, R, R, U
Babality	R, R, R, U
Wasp Animality	(close) F, F, U, HP
Pit Fatality	D, D, D, LP

STRYKER

High Grenade	D, B, HP
Low Grenade	D, B, LP
Machine Gun	B, F, HP
Baton Throw	F, F, HK
Baton Trip	F, B, LP
Bomb Fatality	(close) D, F, D, F, BK
Taser Fatality	(full screen) F, F, F, LK
Traffic Cop Friendship	LP, R, R, LP
Babality	D, F, F, B+HP
T-Rex Animality	(one step) R, R, R, BK
Pit Fatality	Hold BK + press F, U,U, HK

CYRAX

Net	B, B, LK
Close Bomb	Hold LK + press B, B, HK
Far Bomb	Hold LK + press F, F, HK
Teleport*	F, D, BK
Jumping Air Throw	D, F, BK, then F+HP to throw
Helicopter Head Fatality	(anywhere) Hold BK + press D, D, U, D, HP
Self-Destruct Fatality	(close) D, D, F, U+R
Dance Friendship	R, R, R, U
Babality	F, F, B, HP
Shark Animality	(close) Hold BK + press U, U, D, D
Pit Fatality	R, BK, R

FRIENDSHIPS AND BABALITIES

These can only be performed if the BK button has not been used during the final round. They can be performed from anywhere, unless otherwise stated.

KUNG LAO

Hat Throw	B, F, LP
Teleport	D, U
Spin	F, D, F, R + tap repeatedly
Diving Kick	D+HK in the air
Spin Fatality	(anywhere) R, BK, R, BK, D
Hat Slice Fatality	(sweep) F, F, B, D, HP
Hat Throw Friendship	(outside sweep) R, LP, R, LK
Babality	D, F, F, HP
Leopard Animality	(close) R, R, R, R, BK
Pit Fatality	D, D, F, F, LK

KABAL

Fireball*	B, B, HP
Dashing Spin	B, F, LK
Ground Blade	B, B, B, R (tap B more to make it faster)
Scream Fatality	(close) R, BK, BK, BK, HK
Head Pump Fatality	(sweep) D, D, B, F, BK
Marshmallow Friendship	(outside sweep) R, LK, R, R, U
Babality	R, R, LK
Rhino Animality	(close) Hold HP + press F, F, D, F, release HP
Pit Fatality	BK, BK, HK

SHEEVA

Fireball	D, F, HP
Floor Stomp	B, D, B, HK
Teleport Stomp	D, U
Head Pound Fatality	(close) F, D, D, F, LP
Skin Peel Fatality	(close) Hold HK + press B, F, F, release HK
Plate Spin Friendship	F, F, D, F, wait half second, HP
Babality	D, D, D, B, HK
Scorpion Animality	(close) R, BK, BK, BK, BK
Pit Fatality	D, F, D, F, LP

SHANG TSUNG

Single Fireball	B, B, HP
Double Fireball	B, B, F, HP
Triple Fireball	B, B, F, F, HP
Floor Fireballs	F, B, B, LK
MORPHS:	
Kitana	F, D, F, R
Reptile	R, BK, BK, HK
Jade	F, F, D, D+BK
Scorpion	D, D, F, LP
Mileena	R, BK, HK
Ermac	D, D, U+HK
Classic Sub Zero	BK, BK, R, R
Sonya	D+LP+R+BK
Jax	F, F, D, LP
Nightwolf	U, U, U
Kano	B, F, BK
Sub Zero	F, D, F, HP
Sektor	D, F, B, R
Sindel	B, D, B, LK
Stryker	F, F, F, HK
Cyrax	BK, BK, BK
Kung Lao	R, R, BK, R
Kabal	LP, BK, BK
Sheeva	F, D, F, LK
Liu Kang	Hold BK + roll 360 degrees forward
Smoke	D, B, B, LP
Floor Spikes Fatality	(close) Hold LP + press D, F, F, D, release LP
Soul Splat Fatality	(close) Hold LP + press R, BK, R, BK
Joust Friendship	LK, R, R, D
Babality	R, R, R, LK
Cobra Animality	(close) Hold HP + press R, R, R, release HP
Pit Fatality	Hold BK + press U, U, B, LP

LIU KANG

Standing Fireball*	F, F, HP
Low Fireball	F, F, LP
Bicycle Kick	Hold LK, then release
Flying Kick	F, F, HK
Flame Fatality	(anywhere) F, F, D, D, LK
Arcade Cabinet Fatality	(anywhere) Hold BK + press U, D, U, U, release BK, BK+R
Shadow Friendship	R, R, R, D+R
Babality	D, D, D, HK
Dragon Animality	(one step) D, D, U
Pit Fatality	R, BK, BK, LK

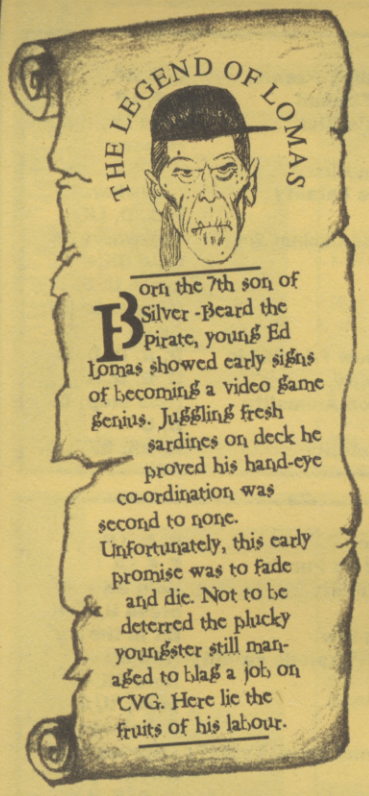
SMOKE

Harpoon	B, B, LP
Teleport Punch*	F, F, LK
Invisibility	Hold BK + press U, U, R
Air Throw	BK in the air
Earth Explode Fatality	(full screen) Hold BK + press U, U, F, D, release BK
Internal Bomb Fatality	(sweep) Hold BK+R + press D, D, F, U
Horn Friendship	(full screen) R, R, R, HK
Babality	D, D, B, B, HK
Bull Animality	(outside sweep) D, F, F, BK
Pit Fatality	F, F, D, LK

RANDOM SELECT

When highlighting your first character, hold Up and press Start to get a random choice.

TIPS



SEND YOUR TIPS TO:
ED LOMAS TIPS, COMPUTER AND VIDEO GAMES, PRIORY COURT, FARRINGDON LANE, LONDON EC1R 3AU.
There's a prize for the best tip each month!

ARCADE

FIGHTING VIPERS

To play as B.M., go to the Fighter Select screen and hold Start. Now hold Up and tap the stick to the Left or the Right so that it goes off the end. You'll now highlight B.M.
To play in your character's alternate costume, hold the Start button on the Fighter Select screen and move onto whoever you want to play as. Then press an attack button.

SATURN

STREETFIGHTER ZERO

To access the Dramatic Battle option (Ryu and Ken vs. Vega), start a two-player ARCADE mode game. On the Player Select screen when both players are still highlighting their original characters (Ryu and Ken), both hold the L button and press Up twice. Then both release the L button and press Up twice again. Now Player 1 should hold X and Player 2 should hold Z until the game starts.

X-MEN: CHILDREN OF THE ATOM

To play X-Men in the original arcade mode, with all of the original screens and messages, hold A, C, and Start on the second controller when you turn the game on. Keep them held and the arcade startup screens will appear, like "Insert Coin". When playing, the L button adds another credit and the R button becomes Start.

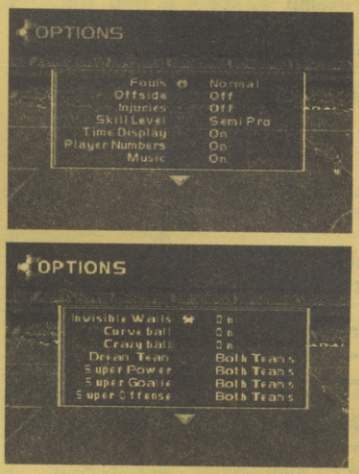
WORMS

Go to the weapon select option and move off "Exit". Press C, Z, Z, C, Z, Z, C, Z, Z to get the Sheep, Mini Gun and Banana Bombs.

DARIUS

All of these cheats must be entered on the title screen with the Game Start and Option messages.
Access Abnormal Difficulty **Hold X and press Z, C, L, B, Left, R, L.**
Nine Credits **X, A, L, R, Left, then hold L and press X, C, Z, A, Right, Right.**
Rapid Fire **Hold X and press Z, C, L, B, Left, R, L**

FIFA '96



Start a match and pause the game. Go to the options screen and press any of these sequences to hear a "click" noise.

Curve Ball **Z, A, B, Z, B, B**
Crazy Ball **B, A, Z, B, B, Z, A, B**
Super Power **Z, A, Z, Z, Z, Z, Z, Z, Z, Z**
Super Goalie **A, A, A, A, A, Z, Z, Z, Z, Z**
Super Offence **A, A, A, A, A, Z, B**
Super Defence **Z, Z, Z, Z, Z, B, Z**
Invisible Walls **B, B, B, Z, A, A, A, Z**
Stupid Team **A, Z, B, A, Z, B**
Dream Team **A, A, Z, Z, B, B, A, A**
Shoot Out **A, Z, A, B, A, Z**

Once you've done that, press C to exit the options, then press A to get to the cheats screen.

SOLAR ECLIPSE

All of these cheats should be entered when the game is paused. Before trying these cheats, press Right, Down, Down, Left, then press the cheat sequence.

Programmer Heads **C, Right, A, Z, Y**
Cloaking **Down, Right, A, C, Up, Left, A**
Death Star Trench **Right, Right, Down, Down**
Fade to Black **X, Y, Z, Z, Y**
Invincibility **B, Up, Left, Left, Y**
All weapons and shields **A, Left, Left**
House Hunt **Y, A, Right, Down**
Nine Lives **B, Up, Down, Down, Y**

NBA JAM T.E.

When the "Tonight's Matchup" screen appears, press these buttons to get the secret modes. Thanks to Stephen Keys, who is apparently in "fine fettle".
Giant Heads **B, A, Y, C, repeatedly**
Baby Mode **B and C repeatedly**
Giant Body **A and C repeatedly**
Powerup Defence **Right, Up, Down, Right, Down, Up**
Powerup 3 Pointers **Up, Down, Left, Right, Left,Down, Up**
Maximum Power **Right, Right, Left, Right, C, C, Right**
Quick Hands **Left, Left, Left, Left, Y, Right**

PLAYSTATION

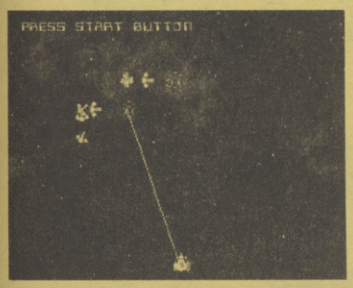
All the PlayStation cheats have been shortened like this:
T - **Triangle**
S - **Square**
C - **Circle**
X - **Cross**

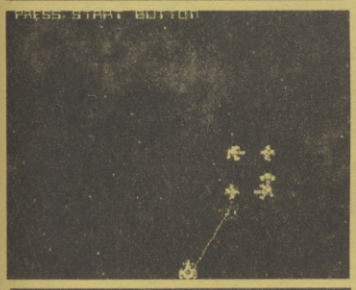
RIDGE RACER REVOLUTION

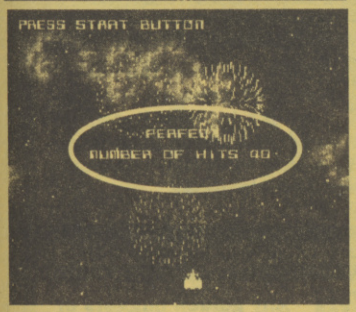
To make the Buggy Mode cheat easier, use this cheat to get a super laser which wipes out all of the enemies in Galaga '88. When playing the loading game, hold L1+L2+Down+Select, then press T to wipe out everything on-screen.

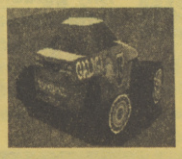
To get rid of the rear view mirror, pause the game when playing from inside the car and press T and L1 at the same time. If you pause the game when playing from behind the car and hold the T button, you can

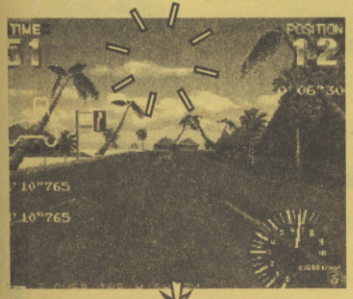
zoom in and out with the L1 and R1 buttons.





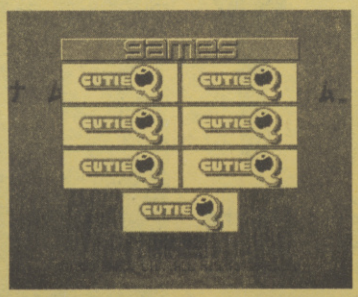


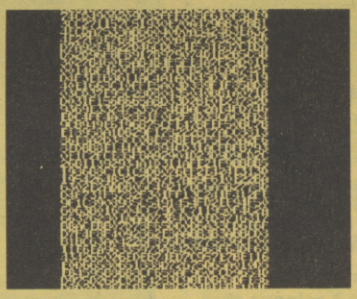


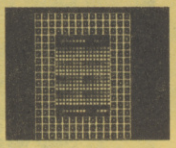


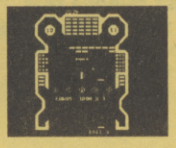
NAMCO MUSEUM VOL. 2

To access a hidden game of BOMB BEE, choose to play Cutie Q and on the arcade startup screen, press Circle 7 times, Square 6 times, then Cross 5 times. Bomb Bee's startup screens will come on. The game is played just like Cutie Q.



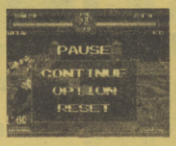






TOSHINDEN 2

To get rid of all of the energy bars from the screen, pause the game, hold C+T+S+X and press Select twice.



DOOM

Here's a code to play on the super-secret Club Doom level – PF7XN3N111.

GEX

Pause the game, then hold the R1 button while entering any of these cheats.

Invincibility
X, S, Down, Down, Up, Down, Right
Infinite Lives
Up, C, T, Down, Right, S, Down
Speed
Down, Start, Right, Right, Down, Up, Start
Super Jump
X, C, Up, Up, Down, Right, Right
Electricity Powerup
Right, Left, Right, C, T, Right, C, Down, Right
Ice Powerup
C, C, Left, Down, C, Up, Right
Fire Powerup
X, Up, Right, Up, Right, Right

WORMS

Press X, S, S, X, S, S, X, S, S to get all the extra weapons. Thanks to Henry Johnson from Bishops Stortford.

WARHAWK

These passwords can be used to get further in the game.

Desert	**TSXTXXSS**
Canyon	**CTTXCCSC**
Airship	**XTXSSTST**
Volcano	**STXXXTCS**
Gauntlet	**TCTCTXSS**
Stormland	**TXTSCXCC**

ACTUA SOCCER

To access the secret team – Gremlin Showbiz XI – go to the title screen and press **R2+L2+Select+Up+Left at the same time.**

PC

MORTAL KOMBAT 3

These excellent cheats from Paul Legg, Shropshire should be entered at the DOS command line to run the game.

Enable Smoke	**MK3 0666**
Invisible Players	**MK3 1995**
Turbo Mode	**MK3 8000**
Mirror Mode	**MK3 9966**
Big Characters	**MK3 8888**
Small Characters	**MK3 1111**
Enable Bosses	**MK3 1000000**

WORMS

Type BAA BAA BAA when playing to get all the extra weapons.

MEGA-CD

ETERNAL CHAMPIONS: CHALLENGE FROM THE DARK SIDE

Firstly, you must have a six button controller to get these secret characters. After a fight, wait for the Final Statistics screen and press the sequence for one of the characters. Then let the Continue timer run out and start another game to get the chosen character.

CHIN WO
B, Z, Up, Mode, Right, C, B, Up, Y, Up
YAPPY
Y, Y, Up, Down, Mode, Down, Z, Up, Up, X
HOOTER
X, C, Right, X, B, Right, Z, A, Mode, Up
SENATOR
Right, C, C, Left, Mode, B, Down, X, A, X, Mode
CRISPY
Mode, Up, C, Up, Mode, Y, Y, Right, Mode, A, Left
BLAST
Z, Left, Y, Up, X, B, Mode, Right, Up
SLITHER
B, Y, Up, Up, C, X, Left, Up, X, Y
ZUNI
Y, X, Down, B, Mode, Up, X, Up, Up, Left
THANATOS
Mode, C, Y, A, B, Up, B, B, Y, Z, C

MEGA DRIVE

VECTORMAN

To access the secret cheat screen with a level select, and health, life and weapon selects, go to the options screen and press **A, B, B, A, Down, A, B, B, A.**

EARTHWORM JIM 2

Enter these cheats when the game's paused.

Remove **"Paused"** **A, A, A, A, B, B, B, B**
10 Mealworms **C, A, C, A, C, A, C, A**
Refill Energy **A, B, C, A, B, C, A, B, C**
Refill Plasma Gun **C, C, C, C, A, A, A, B**
Refill Homing Missile **C, C, C, C, A, A, B, B**
Refill Gubble Gun **C, C, C, C, A, A, B, C**
Refill Barn Blast **C, C, C, C, A, A, B, C**

JAGUAR

RAYMAN

During the mini intro with the bits of Rayman joining together, press 1, 3, 6, 4 to get a bonus game.

SUPER NES

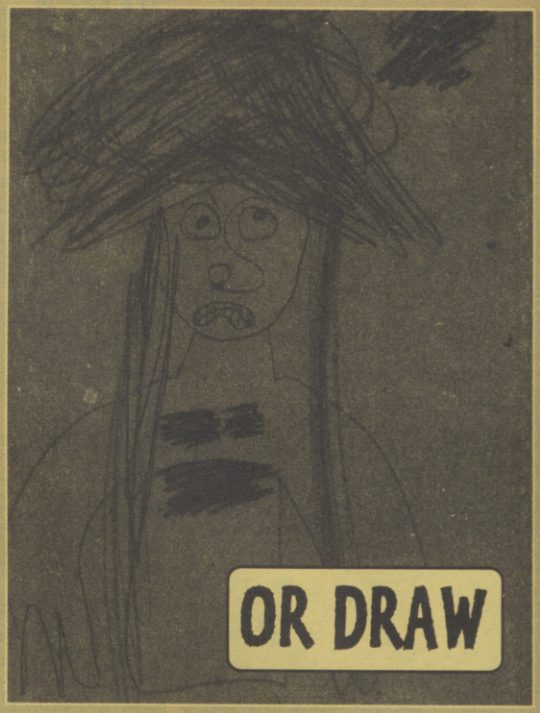
DIDDY'S KONG QUEST

Start a game and go to the 2 Player Contest mode. Now press Down five times to get a Sound Test option, then Down five times again to get the Cheat Mode. When on Cheat Mode, press Y, A, Select, A, Down, Left, A, Down (YA SAD LAD!).

EARTHWORM JIM 2

When playing the game, pause and press Select, B, X, A, A, X, B, Select, then unpause to skip to the next level.

WRITE FOR FREEPLAY



Here's your big chance to make a splash in the Universe's one and only, truly original Computer and Video Games magazine! Yes indeed, starting RIGHT NOW everyone has the opportunity to contribute some STUFF to FreePlay – the magazine written for gamesplayers, by gamesplayers, for gamesplayers, by gamesplayers, for gamesplayers. And people who want to make some cash. FreePlay is a fairly easy going format. Just look at the number of ways you can help yourself:

High Scores

Reckon you're the Street Fighter Alpha King? Can you demolish the alien empire of some psycho shoot 'em up with your eyes closed – take the score round the clock? We want to see proof. The whole world wants that evidence in full view!

MOST WANTED

Instead of complaining when NobbySoft UK won't release that cool import game you've been hoping for, why not vote for it in our Most Wanted chart! Yes, you can make a difference!

ART

Have you seen the standard of game art recently? It's terrible! Know why? It's because half the companies don't have a clue what they're doing! Show them how it's done.

TIPS

Any golden nuggets of information you might have for games that you own, or have played, have a home in our Tips section. Ed Lomas will personally evaluate their worth, so make 'em good okay!

CLASSIFIEDS

Got anything you want to sell, or swap? This is the place to do it. We mean ANYTHING – not just unwanted games machines and/ or software. Just fill in the form printed below.

CARTOONS

Reckon you can make us laugh? We know you can – we've heard you on the phone! But now we want some evidence of your 'humour' in comic-book form. Start scribbling.

FANZINES

We're dedicating space to promoting high-quality fan publications – good enough to earn recommendation from the UK's number one computer and video games magazine.

PLEASE TICK

THE RELEVANT BOX ✔

FOR SALE	TO SWAP
☐ CONSOLE(S)	☐ CONSOLE(S)
☐ GAME(S)	☐ GAME(S)
☐ OTHER	☐ OTHER

NAME .....

ADDRESS .....

.....

..... TEL NO. .....

TO BE PRINTED YES/NO? (DELETE AS APPROPRIATE)

CONTRIBUTION IN NO MORE THAN 25 WORDS

.....

.....

.....

THIS IS A FREE SERVICE

1. If you are under **18**, make sure that you have your parents permission before placing or replying to an advertisement.
2. If you are under **18**, or live at home, make sure that you have your parents permission to include your telephone number in any advertisement.

Emap Images accepts no responsibility for loss, damage or consequential loss other than personal injury occasioned as a result of playing for or replying to classified advertisements.